

SHADOWHEART APOCRYPHA CLASSES

A plethora of new classes and archetypes for D&D 5th Edition!

THE APOCRYPHA

This series of tomes catalogs all of my various homebrew content into a series of documents based on type. Each book in the series separates everything into an easily digestible format for everyone to enjoy. Single document content will still be made, however they will also now be added to the proper apocrypha. Each document in the apocrypha can be linked to one another. For instance, spells in the *Shadowheart Apocrypha: Spells* document will have spell lists for homebrew classes found in *Shadowheart Apocrypha: Classes*.

In the end, the Shadowheart Apocrypha is a series designed to decrease the amount of clutter one has to go through when making a 5th edition character. So instead of opening a dozen different documents all made by me just to get one character done, you can open only the ones you need, with everything in the right place to begin with.

THE APOCRYPHA ARCHIVES

You can find all the current tomes within the Shadowheart Apocrypha in the link below.

- [Enter the library](#)

TABLE OF CONTENTS

NEW CLASSES

Brand new and unique classes.

ASTROMANCER (PG. 4)

DRACOLYTE (PG. 23)

DRACOMANCER (PG. 33)

MALEDICTOR (PG. 51)

NECROMAGUS (PG. 63)

PRIMEVAL CHAMPION (PG. 84)

REVISED CLASSES

Reworks of existing classes.

FIGHTER REMASTERED (PG. 114)

SORCERER REVISED (PG. 121)

WARLOCK REIGNITED (PG. 128)

ARCHETYPES

Archetypes for new and existing classes.

ARTIFICER (PG. 144)

BARBARIAN (PG. 146)

BARD (PG. 150)

CLERIC (PG. 152)

DRUID (PG. 153)

FIGHTER REMASTERED (PG. 154)

MONK (PG. 160)

PALADIN (PG. 163)

RANGER (PG. 166)

ROGUE (PG. 169)

SORCERER REVISED (PG. 170)

WARLOCK REIGNITED (PG. 177)

WIZARD (PG. 183)



PART I

New Classes



ASTROMANCER

The stars and their void mean so many things to so many people. The serpentfolk believe their patron goddess became the night sky to give home to her sisters. Astrologists attempt to divine their fates through the position of constellations. Legends say that dragons came from the stars. Some even believe the sun and moon are gods themselves in a constant struggle for supremacy. None of them ever wonder, 'what if I draw my power from the comos?' Drawing magical power from a god, or the land, or even yourself.... but the cosmos? I figured out how. The raw power of a star, the suffocating pressure of a vacuum, the frigid darkness of the void! The fundamental building blocks of our universe, in its purest most distilled form! A specialized kind of magic so potent that simple magery can't even compare!

— Serrah Valandi, the Starlight Witch



ASTROMANCER

Level	Proficiency Bonus	Features	Constellations	Spell Points	Cantrips Known	Spells Known	Max Spell Level
1st	+2	Spellcasting, Cosmologist Study	—	5	3	2	1st
2nd	+2	Constellations	2	7	3	3	1st
3rd	+2	Internal Astrolabe	2	16	3	4	2nd
4th	+2	Ability Score Improvement	2	19	4	5	2nd
5th	+3	—	3	30	4	6	3rd
6th	+3	Cosmologist Feature	3	35	4	7	3rd
7th	+3	—	3	42	4	8	4th
8th	+3	Ability Score Improvement	4	48	5	9	4th
9th	+4	—	4	62	5	10	5th
10th	+4	Cosmologist Feature	4	69	5	11	5th
11th	+4	—	5	79	5	12	6th
12th	+4	Ability Score Improvement	5	79	5	12	6th
13th	+5	—	5	90	6	13	7th
14th	+5	Cosmologist Feature	6	90	6	13	7th
15th	+5	—	6	102	6	14	8th
16th	+5	Ability Score Improvement	6	102	6	14	8th
17th	+6	—	7	116	6	15	9th
18th	+6	Astral Spellcrafter	7	123	6	15	9th
19th	+6	Score Improvement	7	132	6	15	9th
20th	+6	Naturalborn of the Void	7	142	6	15	9th

CLASS FEATURES

As an Astromancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Astromancer level

Hit Points at 1st-level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Astromancer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Navigator's tools, vehicles (space)

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- A dagger and set of navigator's tools.

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 3d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the Astromancer class, you must met these prerequisites: Intelligence 13.

Proficiencies. When you multiclass into the Astromancer class, you gain the following proficiencies: Navigator's tools.

SPELLCASTING

You have a rare connection to the mystical energies inherent in the cosmos, infusing you with arcane magic that fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the Astromancer spell list.

CANTRIPS

At 1st-level, you know three cantrips of your choice from the Astromancer spell list. You learn additional Astromancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Astromancer table.

SPELL POINTS

An Astromancer's magic comes from within their being, and as such, they pull from a pool of magical energy represented as spell points. Each spell has a point cost based on its level, represented in the table below. In order to cast a spell, you must deduct the number of points from the total number of spell points you have available. Cantrips do not cost any points. If you have less points than a spell's given point cost, you cannot cast it, and your spell points can't reach below 0.

SPELL POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
Cantrips	0	5th	7
1st	2	6th	9
2nd	3	7th	10
3rd	5	8th	11
4th	6	9th	13

The number of spell points you have per level is shown in the spell points column of the Astromancer table, and the level of spell you can cast with those points is shown in the max spell level column of the same table. You regain all spent spell points at the end of a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Astromancer spell list. The Spells Known column of the Astromancer table shows when you learn more Astromancer spells of your choice. Each of these spells must not be of a higher level than your max spell level. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Astromancer spells you know and replace it with another spell from the Astromancer spell list, which also must not be of a higher level than your max spell level.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Astromancer spells, since the power of your magic relies on your ability to project your will into the world. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Astromancer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast an Astromancer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your Astromancer spells.





COSMOLOGIST STUDY

Beginning at 1st-level, your study of the cosmos has aligned your magic with a specific aspect within the vastness of outer space. Your choice grants you features when you choose it at 1st-level and again at 6th, 10th, and 14th level.

CONSTELLATIONS

At 2nd level, you learn to connect motes of power within you like those who connect stars in the sky. These now connected motes within you empower your spells and grant you new magical abilities. You can use only one constellation option on a spell when you cast it, unless otherwise noted.

You gain two constellations at 2nd level, and more at later levels as shown in the Constellations column of the Astromancer class table. Constellations are listed in the Constellations section of the document. Whenever you gain a level in this class, you can replace an existing constellation you know with one you don't know that you meet the prerequisites for.

INTERNAL ASTROLABE

At 3rd level, your memorization of star charts and the night sky give you an excellent memory for direction. You can perfectly recall details about the travel routes you take, and cannot get lost or be misled from your path by nonmagical means.

Starting at 11th level, not even the arcane can stray you from your path. You can see through magical illusions that alter the terrain, such as with the *Hallucinatory Terrain* or *Mirage Arcane* spells.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

ASTRAL SPELLCRAFTER

Beginning at 18th level, you can weave spells from pure starlight. Whenever you cast a spell of 1st-level or higher, if you cast the spell at a higher level, you spend spell points as if the spell was cast one level lower. This ability can't lower the spell point cost below its base spell point value.

NATURALBORN OF THE VOID

At 20th level, you are one with the cosmos and it bends to your will. Your Constitution and Intelligence scores increase by 4. Your maximum for those scores is now 24.

Additionally, you no longer need to eat, sleep, or breathe.

COSMOLOGIST STUDIES

GRAVITY COSMOLOGY

These Astromancers are masters of manipulating gravity, one of the fundamental interactions of all things. With this power they are able to force objects and even people to move how they see fit to devastating effect.

GRAVITY COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Antigravity, Push & Pull
6th	Pressurized Mana
10th	Spacial Force
14th	Gravity Well

BONUS SPELLS

Starting when you take this archetype at 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Gravity Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

GRAVITY COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>catapult, magnify gravity</i>
3rd	<i>earthbind, immovable object</i>
5th	<i>pulse wave, slow</i>
7th	<i>gravity sinkhole, gravitic flux*</i>
9th	<i>hold monster, telekinesis</i>

ANTIGRAVITY

Also at 1st-level, you have learned how to manipulate your own gravity. You gain a fly speed equal to your walking speed and can hover. If you already have a fly speed from a racial feature or feat, it increases by 30 feet.

PUSH & PULL

Finally at 1st-level, the spells you cast give you some small control over the gravity of others. Whenever a creature fails a saving throw from one of your Astromancer spells, you can spend 1 spell point. When you do, you can choose to push it up to 5 feet away from you or pull it up to 5 feet closer to you.

PRESSURIZED MANA

Starting at 6th level, your study of gravity has fundamentally altered your spells. When you cast an Astromancer spell of 1st-level or higher, you can spend a number of spell points up to your Astromancer level. When you do, the spell deals bonus bludgeoning damage to one creature affected by the spell. The damage is equal to the number of spell points spent on this feature.

SPACIAL FORCE

At 10th level, your ability to manipulate the gravity of others has vastly improved. Whenever a spell, class feature, or other ability forces an enemy to move, they are moved an additional 20 feet in the same direction regardless of their speed.

Alternatively, you can spend 3 spell points to forgo the forced movement entirely and instead reduce their speed to 0 until the end of your next turn.

GRAVITY WELL

At 14th level you have mastered your own gravity and can manipulate the gravity directly around you. As an action you focus on this gravity well to gain the following benefits

- You add your proficiency bonus to your AC.
- Ranged attacks against you are made with disadvantage.
- You automatically succeed on Strength saving throws.
- The area in a 10-foot radius sphere centered on you is considered difficult terrain for creatures other than you.

Your gravity well lasts for 1 minute. It ends early if you fall unconscious or choose to end it, no action required. Once you have used this feature, you can't do so again until you finish a long rest.



JOVIAN COSMOLOGY

Rare are the Astromancers that can harness the great power of gas giants. Those that can are masters of these planet-sized storms, able to wreak havoc over large areas.

JOVIAN COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Jovian Storms, Giant's Pull
6th	Storm Giant's Eye
10th	Jovian Herald
14th	Jovian Horizon

BONUS SPELLS

Starting when you take this archetype at 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Jovian Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

JOVIAN COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>witch bolt, thunderwave</i>
3rd	<i>enlarge/reduce, warding wind</i>
5th	<i>gaseous form, lightning bolt</i>
7th	<i>storm sphere, otiluke's resilient sphere</i>
9th	<i>control winds, destructive wave</i>

JOVIAN STORMS

Also at 1st-level, the roiling magic within you is just as potent as the storms of a gas giant. You learn two cantrips of your choice from any class' spell list that deal either Lightning or Thunder damage. These spells do not count against the number of cantrips you know.

Additionally, whenever you would learn a new spell of 1st-level or higher from the Astromancer spell list, you can instead learn a spell from any class' spell list. The chosen spell must of a level you can cast, and it must deal either Lightning or Thunder damage.

GIANT'S PULL

Finally at 1st-level, you learn how to manipulate the cosmos' destructive energy to fit your particular skill set. Whenever a class feature, feat, or similar ability refers to a damage type other than Bludgeoning, Piercing, or Slashing damage, you can spend 2 spell point. When you do, you can change the damage type to either Lightning or Thunder.

STORM GIANT'S EYE

Starting at 6th level, your connection to the gas giants allows you to manipulate world around you to become more fitting. This allows you to cast certain spells under specific conditions

- While you are in an area with no wind, you can spend 2 spell points to cast *fog cloud*.
- While you are in a windy area, you can spend 3 spell points to cast *gust of wind*.
- While you are outside in stormy conditions, you can spend 5 spell points to cast *call lightning*.

You can cast each of these spells once per day, and regain all uses when you finish a long rest.

JOVIAN HERALD

At 10th level, you evoke the majesty of a gas giant. You gain resistance to lightning and thunder damage. As a bonus action, you can spend 3 spell points. When you do, you gain immunity to both lightning and thunder damage for 1 minute.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

JOVIAN HORIZON

At 14th level, your magic has grown to match the titanic giants that you channel. Whenever you cast a spell that creates an area of effect such as a cone, line, or sphere, you can spend double the number of spell points it would normally take to cast the spell. When you do, the area the spell creates is doubled in size.





LUNAR COSMOLOGY

Astromancers that study the magics associated with the moon focus on its mystical powers of rejuvenation. These spellcasters harness the restorative nature of the orbiting bodies to bolster their allies and protect them from harm.

LUNAR COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Moonlight Radiance, Lunar Blessings
6th	Bathe in Moonlight
10th	Full Moon's Radiance
14th	Lunar Inoculation

BONUS SPELLS

Starting when you take this archetype at 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Lunar Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

LUNAR COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>bless, cure wounds</i>
3rd	<i>aid, moonbeam</i>
5th	<i>dispel magic, mass healing word</i>
7th	<i>aura of purity, death ward</i>
9th	<i>hallow, raise dead</i>

MOONLIGHT RADIANCE

Also at 1st-level, the moon's radiance emanates from you as an aura. As a bonus action, you can produce an aura that produces dim light a number of feet equal to 5 x your proficiency bonus. Creatures of your choice in the aura gain resistance to radiant damage.

Your aura lasts for 1 minute, unless you fall unconscious, or end it with no action required. Once you use this feature, you can't use it again until you finish a long rest, unless you spend a number of spell points equal to your proficiency bonus to use it again.

LUNAR BLESSINGS

Finally at 1st-level, the moon's protective energies empower your spells. Whenever you cast a spell of 1st-level or higher that targets a friendly creature, you can spend 2 spell points. When you do, one creature affected by the spell adds your spellcasting modifier to the next attack roll, ability check, or saving throw it makes before the end of its next turn.

Once a creature has been blessed this way, it can't gain the benefits again until you finish a long rest.

BATHE IN MOONLIGHT

Starting at 6th level, the moon's radiance heals those around you. As an action, you can heal a creature within your aura. The amount healed is a number of d6 equal to half your Astromancer level.

When you use this feature, you can target additional creatures in the aura, spending 3 spell points for each additional creature. You can target a number of additional creatures up to your Intelligence modifier.

Once you have used this feature, you can't use it again until you finish a long rest.

FULL MOON'S RADIANCE

At 10th level, your connection to the moon bolsters you further. Your aura now produces 10 feet of bright light. When a creature enters the area of bright light for the first time in a turn, you can use your reaction to spend 3 spell points. When you do, that creature is blinded for 1 minute or until it is no longer in your aura's area of bright light.

LUNAR INOCULATION

At 14th level, the moonlight you emanate washes away negative magics affect those around you. Friendly creatures within your aura are immune to the charmed and frightened conditions. If a charmed or frightened ally enters the moonlight, the conditions are suppressed while the ally is there.

Additionally, if a friendly creature in your aura is suffering from exhaustion you can spend spell points up to your proficiency bonus. When you do, the creature removes 1 level of exhaustion per 2 spell points spent.



METEORIC COSMOLOGY

These Astromancers focus on the raw power of comets, asteroids, and meteors. They strike with incredible speed, slinging spells with the force of a falling star.

METEORIC COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Shooting Star, Speeding Comet
6th	Brace for Impact
10th	Comet's Tail
14th	Starstorm

BONUS SPELLS

At 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Meteoric Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

METEORIC COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>guiding bolt, expeditious retreat</i>
3rd	<i>cosmic missile,* flaming sphere</i>
5th	<i>haste, melf's minute meteors</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>bigby's hand, cone of cold</i>

SHOOTING STAR

Beginning when you take this archetype at 1st-level, you embrace the raw power of a meteor hurtling through the cosmos. Whenever you deal damage to a creature with a spell of 1st-level or higher, you can spend 2 spell points. When you do, the spell gains additional effects based on its damage type.

Bludgeoning. The creature is knocked prone

Cold. The creature's movement speed becomes 0 until the end of its next turn.

Fire. The creature can't take reactions until the end of your next turn.

If the spell targets is multiple creatures, you choose which one is affected. If the spell deals more than one of the chosen damage types, you pick which one gains the additional effect.

SPEEDING COMET

Also at 1st level, you move like a comet in the night sky. Your movement speed increases by 10 feet and you can take the dash action as a bonus action.

BRACE FOR IMPACT

Starting at 6th level, you have harnessed the speed and power of a falling meteor. As long as you have not cast a spell this turn, you can use your bonus action to spend 3 spell points. When you do, you immediately move 15 feet in a straight line and your speed becomes 0 until the start of your next turn afterwards. Choose a creature you moved closer to with this movement. The next spell attack you make this turn with an Astromancer spell against that creature is made with advantage, or that creature has disadvantage on its next saving throw made against one of your Astromancer spells this turn.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

COMET'S TAIL

At 10th level, even those that avoid your magic must be wary of its return. Whenever a creature succeeds on a saving throw against a spell you cast of 1st-level or higher, you can use your reaction to spend 4 spell points. When you do, the creature has disadvantage on the next saving throw it makes against a spell you cast of 1st-level or higher until the end of your next turn. If the spell targets multiple creatures, you choose which one this feature affects.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

STARSTORM

At 14th level, the power of your magic is akin the stars themselves falling from the sky. Whenever you use your Shooting Star feature, you can spend an additional 2 spell points. When you do, the spell is affected by all three effects instead of just one, regardless of damage type.

SOLAR COSMOLOGY

Astromancers that study the magics of suns are in a league of their own. These mages use their own body as a conduit to channel the raw heat of a star, often harming themselves as much as their foes.

SOLAR COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Coronal Aura, Heat Shielding
6th	Coronal Casting
10th	Heat of the Sun
14th	Sol Shielding

BONUS SPELLS

Starting when you take this Archetype at 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Solar Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

SOLAR COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>burning hands, faerie fire</i>
3rd	<i>heat metal, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>summon elemental (fire only), wall of fire</i>
9th	<i>dawn, immolation</i>

CORONAL AURA

Also at 1st-level, you have learned to harness the coronal heat of a star. As an action, you create an aura that sheds bright light in a radius equal to 5 x your proficiency bonus and an equal amount of dim light. A creature who enters the aura's bright light for the first time, or starts its turn there takes your choice of fire or radiant damage equal to your Astromancer level.

The heat from the corona is so intense, that even you are affected by its heat. You are considered a target for the aura's damage and features, and the aura ignores any resistances or immunities you might have to fire and radiant damage.

Your corona lasts for 1 minute, unless you fall unconscious, or end it with no action required. Once you use this feature, you can't use it again until you finish a long rest, unless you spend a number of spell points equal to your proficiency bonus to use it again.

HEAT SHIELDING

Finally at 1st-level, your familiarity with the heat of the sun grants you some measured protection. You gain resistance to fire and radiant damage.

CORONAL CASTING

Starting at 6th level, your magic is as magnificent as the sun. When you cast a 1st-level or higher spell while you're Coronal Aura is active, if that deals fire or radiant damage, requires a saving throw, and has an area of effect such as a cone, line, or sphere, you can spend 4 spell points. When you do, you channel the magic into your corona and gains the following effects:

- The spell's area changes to that of the aura's bright light.
- The spell's duration becomes instantaneous and loses concentration if it has it.
- Spells like wall of fire that specify sides or forces a creature out of the spell's area do not function.
- The spell's effects end at the end of the turn it was cast.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

HEAT OF THE SUN

Starting at 10th level, the intensity of your corona feeds off your magic. When you activate your aura, you can spend a number of spell points up to your level. When you do, the damage of your corona increases by the amount spent while it remains active.

SOL SHIELDING

At 14th level, you have become accustomed to the raw heat of the sun. You are immune to fire and radiant damage and your coronal aura no longer bypasses your resistances and immunities.





SINGULARITY COSMOLOGY

These powerful Astromancers are largely considered to be the apex of gravity controllers, able to create miniature black holes to destroy their enemies.

SINGULARITY COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Withstand Gravity, Black Hole
6th	Arcane Worm Hole
10th	Stellar-Mass
14th	Willing Spaghettification

BONUS SPELLS

At 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Singularity Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

SINGULARITY COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>absorb elements, stellar pull*</i>
3rd	<i>misty step, vortex warp</i>
5th	<i>disruption field,* slow</i>
7th	<i>banishment, white hole*</i>
9th	<i>nova collapse,* temporal shunt</i>

WITHSTAND GRAVITY

Beginning when you take this archetype at 1st level, you understand the gravitational power of singularities and how to subdue them. You cannot be pushed or pulled against your will, and you are immune to spell effects that would force you to move.

BLACK HOLE

Also at 1st level, you have learned how to harness the power of singularities. As an action, you can spend a number of spell points up to your Intelligence modifier. When you do, you create a black hole centered on a point within 60 feet of you. The black hole is an object that is immune to all damage and conditions. It takes up a 5-foot space and emits a sphere of gravity around it equal to 5 x the number of spell points spent on it. Creatures of your choice up to your proficiency bonus within the sphere suffer the following effects.

- The creature's speed is halved.
- When a creature enters the sphere for the first time in a turn, or starts its turn there, it must make a Strength saving throw against your spellsave DC. On a failed save, the creature is pulled 5-feet towards the the black hole.
- A creature within the sphere takes force damage equal to your Astromancer level at the start of its turn. If the creature is within 5-feet of the black hole, it takes force damage equal to twice your Astromancer level.
- A creature that dies while within the sphere has its body disintegrated and can only be resurrected by the *wish* spell.

You must concentrate on your black hole as if you were concentrating on a spell. Your black hole lasts 1 minute. It ends early if you are knocked unconscious, or drop concentration on it (no action required). Once you've used this feature you can't do so again until you finish a long rest.

ARCANE WORM HOLE

Starting at 6th level, you can channel your magic through the black hole. While you are concentrating on your black hole, whenever you cast a spell that doesn't have a range of self or touch, you can choose the black hole as the point of origin for the spell.

STELLAR-MASS

At 10th level, your power over singularities becomes second nature to you. You regain the use of your Black Hole feature when you finish a short or long rest.

WILLING SPAGHETTIFICATION

At 14th level, your mastery of singularities allows you to harness movement within them. While you are within the sphere of your black hole, you can use your bonus action to spend 1 spell point. When you do, you can teleport to another unoccupied space within the sphere.

STARDUST COSMOLOGY

Stardust cosmologists who use the essence of creation itself to make constructs from pure star-stuff and empower them with their magic. These Astromancers can create weapons from thin air to use for both melee and ranged combat.

STARDUST COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Cantrips, Bonus Spells, Stardust Constructs,
6th	Extra Attack
10th	Nebula Constructs
14th	Cosmic Craftsmanship

BONUS CANTRIPS

Beginning when you take this archetype at 1st-level, you learn the *mending* and *spirit blade* cantrips.

BONUS SPELLS

At 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Stardust Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

STARDUST COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>shield, zephyr strike</i>
3rd	<i>cloud of daggers, spiritual weapon</i>
5th	<i>blinding smite, spirit guardians</i>
7th	<i>arcane eye, staggering smite</i>
9th	<i>conjure volley, creation</i>

STARDUST CONSTRUCTS

Finally when you take this archetype at 1st-level you have learned how to create weapons from the raw star energy permeating the universe. As an action you can summon a one-handed melee weapon of your choice. This weapon appears to be made from shards of broken glass fused together by a starry night sky. While you have the weapon summoned, you gain the following benefits.

- You are proficient with the summoned weapon while it is active.
- The summoned weapon uses your intelligence modifier for attack and damage rolls.
- The summoned weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- The summoned weapon counts as a spell focus for you.
- If the weapon lacks the thrown property, it gains the thrown property with a range of 20/60.
- Any spell that requires a melee weapon or a thrown weapon as part of the spell can use your stardust weapon.

When not in use the weapon floats harmlessly in the air next to you until you choose to grab it as a bonus action, you can also use a bonus action to return the weapon to your hand if it is ever more than 5 feet away from you.

You can only have one stardust construct summoned at a time, attempting to summon a second weapon causes the first one to become the newly created construct. Your stardust construct vanishes if you are knocked unconscious. You can also choose to dismiss the weapon (no action required) causing it to vanish. When you summon the weapon again you can choose a different from than its previous one.





EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

NEBULA CONSTRUCTS

At 10th level you have mastered making weapons from the cosmic stardust of creation. You can now choose to summon a second one-handed weapon or a two-handed weapon.

Additionally, when you summon a weapon using your Stardust Construct feature, you can also summon a suit of light or medium armor, and if you are only wielding a single one-handed weapon you can also summon a shield. You are proficient with the chosen armor and shield and can only summon them if you are not already wearing armor or wielding a shield.

The armor and shield vanish when your summoned weapon vanishes.

COSMIC CRAFTSMANSHIP

At 14th level, your ability to manipulate the threads of creation extend to your own body. You can replace any missing body part with a permanent fully functioning copy using your Stardust Constructs feature provided you are conscious. The form of this new body part looks similar to the star-wrapped broken glass that your other constructs appear as.

Additionally, you can use your bonus action to regenerate a number of hit points at the end of each of your turns equal to your Intelligence modifier. This regeneration lasts for a number of rounds equal to your proficiency bonus. Any wounds healed this way scar similarly to your stardust constructs. Once you have used this feature, you can't do so again until you finish a long rest.

TERRESTRIAL COSMOLOGY

TERRESTRIAL COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Bonus Proficiencies, Goldilocks Zone
6th	Exoplanetary Spellcaster
10th	Tellus Mater
14th	Terrestrial Titan

BONUS SPELLS

At 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Terrestrial Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

TERRESTRIAL COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>create or destroy water, entangle</i>
3rd	<i>locate animals and plants, spike growth</i>
5th	<i>erupting earth, plant growth</i>
7th	<i>guardian of nature, watery sphere</i>
9th	<i>transmute rock, tree stride</i>

BONUS PROFICIENCIES

When you take this archetype at 1st level, you have a better understanding of what it means to live on a life giving world. You gain proficiency in two skills of your choice from among Animal Handling, Nature, and Survival.

GOLDILOCKS ZONE

At 1st level you embody the life giving aspects of a terrestrial world. As a bonus action, you can spend 2 spell points. When you do, choose a specific aspect to embody to gain its benefits.

Air. Whenever you take damage from falling, the damage you take is reduced by an amount equal to your level.

Earth. You ignore nonmagical difficult terrain.

Flora. You have advantage on Intelligence (Nature) checks.

Fauna. Whenever you make a Wisdom (Animal Handling) check, you add your Intelligence modifier to the roll.

Water. You gain a swimming speed equal to your walking speed and you can hold your breath for up to an hour.

The aspect lasts for 1 minute, unless you fall unconscious, or end it with no action required. Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 2 spell points to use it again.

EXOPLANETARY SPELLCASTER

At 6th level, your connection to the world is stronger than others. Whenever you cast one of the spells granted to you by your Bonus Spells feature, you can spend 3 spell points. When you do, you can cast the spell as a bonus action this turn.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

TELLUS MATER

At 10th level, your connection to the terrestrial aspects increases. Whenever you embody one of its aspects you gain the following additional benefits.

Air. You gain a fly speed equal to your walking speed.

Earth. You have 30 feet of tremorsense.

Flora. You have advantage on saving throws you make against plants, such as the *grasping vine* spell or a green dragon's lair actions.

Fauna. Beasts don't gain advantage from their abilities such as Pack Tactics while they are within 5 feet of you.

Water. Creatures have disadvantage on attacks rolls made against you while you are fully submerged in water.

TERRESTRIAL TITAN

At 14th level, the gifts of a terrestrial world give unto you their boons. You can cast each of the spells granted to you by your Bonus Spells feature once without expending any spell points. You regain the use of this feature when you finish a long rest.



VOID COSMOLOGY

Mages who find comfort in the raw empty void of space, these cosmologists have finely tuned what it means to be a creature of darkness.

VOID COSMOLOGY FEATURES

Astromancer Level	Feature
1st	Bonus Spells, Stare Into the Void, Visions of Nothing
6th	Watcher's Eye
10th	Void Haunter
14th	Across the Stars

BONUS SPELLS

At 1st-level, you learn additional spells when you reach certain levels in this class, as shown in the Void Cosmology Spells table. These spells counts as Astromancer spells for you, but don't count against the number of Astromancer spells you know.

VOID COSMOLOGY SPELLS

Astromancer Level	Spell
1st	<i>armor of agathys, arms of hadar</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>hunger of hadar, nondetection</i>
7th	<i>dimension door, greater invisibility</i>
9th	<i>antilife shell, far step</i>

STARE INTO THE VOID

Beginning when you take this archetype at 1st-level, your vision is not hindered by the darkness of space and dimly lit stars. You gain darkvision out to a range of 60 feet and blindsight out to a range of 10 feet. If you already have darkvision or blindsight from a racial feature or feat, your darkvision increases by 30, feet and your blindsight increases by 10 feet.

Additionally, any creature that can see you while you are in dim light or darkness can't discern your physical form, only seeing a shadowy vaguely humanoid silhouette.

VISIONS OF NOTHING

Also at 1st-level, the comfort of endless darkness allows you to better react to changing situations. Whenever you cast a spell of 1st-level or higher while in an area of dim light or darkness, you can use your reaction to spend 2 spell points. When you do, you have advantage on the next ability check or saving throw you make before the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you gain all uses when you finish a long rest.

WATCHER'S GAZE

Starting at 6th level, you are at home in the vast dark corners of the universe. You can now see in magical darkness as if it were dim light, and the range of your blindsight increases by 20 feet.



VOID HAUNTER

At 10th level, your enemies learn that you are why they should fear the dark. When you cast a spell of 1st-level or higher while in dim light or darkness, if that spell forces a creature to make a saving throw, you can spend 5 spell points. When you do, each creature that fails the saving throw is frightened of you until the end of your next turn. A creature that fails the save by 5 or more also has its speed reduced to 0 while frightened this way.

ACROSS THE STARS

At 14th level, crossing the vast empty cosmos is but child's play. While you are in dim light or darkness, you can use your bonus action to spend 2 spell points. When you do, you can teleport to another area of dim light or darkness within 60 feet of you.

Additionally, when a creature steps within 5 feet of you, if you are in an area of dim light or darkness, you can use your reaction to spend 4 spell points. When you do, you can teleport to another area of dim light or darkness within 30 feet of you.

CONSTELLATIONS

ACCRETION DISK

Whenever you cast an Astromancer cantrip, you can spend 1 spell point. When you do, one creature damaged by the spell subtracts 1d4 from the next saving throw it makes against a spell that would push or pull it until the end of your next turn.

ARMOR OF STARS

While you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Intelligence modifier.

ASTROPHYSICAL OUTBURST

Prerequisite: 5th level, Singularity Cosmology

When your concentration on your black hole is broken, you can spend 5 spell points. When you do, each creature within 10 feet of the black hole takes damage equal to your Astromancer level.

ATMOSPHERIC SHIELDING

Prerequisite: 5th level

You gain resistance to your choice of Bludgeoning, Cold, Fire, Force, or Radiant damage. You can take this Constellation multiple times, but you must choose a different damage type each time.

ASTROID'S IMPACT

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher deals bludgeoning damage to a creature, you can spend 2 spell points. When you do, one creature affected by the feature or spell is pushed 10 feet away from you.

BINARY SYSTEM

Prerequisite: 15th level

When you cast an Astromancer spell of 1st-level or higher, you can choose two constellations to affect instead of one.

BITE OF THE FROZEN DARK

Prerequisite: 5th level, Void Cosmology

There is an inescapable cold to the lightless void of deep space. When a creature you can see enters an area of dim light or darkness for the first time in a turn, or starts its turn there, you can spend a number of spell points up to your Intelligence modifier. When you do, the target takes cold damage equal to the number of spell points spent.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a short or long rest.

BLINDING SUNLIGHT

Prerequisite: 5th level

Whenever you cast an Astromancer cantrip, you can spend 1 spell point. When you do, one creature affected by the spell subtracts 1d4 from the next weapon attack roll it makes before the end of your next turn.

CELESTIAL STORMS

Prerequisite: 5th level, Jovian Cosmology

Whenever an Astromancer spell you cast that deals lightning or thunder damage deals maximum damage, you can spend 3 spell points. When you do, you gain temporary hit points equal to the damage dealt.

CLOAK OF NEBULA

Prerequisite: 4th level

You wrap yourself in a nebula of stars. As an action, you can expand the nebula to encompass you, granting you half cover for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

COLD OF THE VOID

Prerequisite: 3rd level

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher deals cold damage to a creature, you can spend 2 spell points. When you do, one creature affected by the spell or feature has its speed reduced by 10 feet until the end of your next turn.

COMET TRAIL

Whenever you cast an Astromancer cantrip, you can spend 1 spell point. When you do, one creature affected by the spell subtracts 1d4 from the next saving throw it makes against a spell that would reduce its movement until the end of your next turn.

CORONAL HEAT

Prerequisite: 7th level

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher deals fire damage to a creature, you can spend 2 spell points. When you do, one creature affected by the feature or spell can't take reactions until the end of your next turn.

CRATER MAKER

Prerequisite: 13th level

Whenever you cast an Astromancer spell of 1st-level or higher that creates an area such as a cone, line, or sphere, you can spend 10 spell points. When you do, each creature adjacent to the area of effect, but not directly in it, is affected by it as if they were in the area of effect.

FALL THROUGH THE WELL

Prerequisite: 5th level, Gravity Cosmology

Whenever a creature falls at least 10 feet, you can use your reaction to spend 2 spell points. When you do, any damage taken from the fall is doubled. If the creature is under the effects of a spell such as *feather fall* or *earthbind* where they take no damage from the fall, they instead take falling damage as normal.

FORMLESS SPACE

Prerequisite: 3rd Level

Whenever you cast an Astromancy spell, you can spend 1 spell point. When you do, the spell doesn't require material components without a gold cost.

GRACE OF SILVER

Prerequisite: 5th level, Lunar Cosmology

Whenever a friendly creature in your Moonlight Radiance is hit by a weapon attack, you can use your reaction to spend 5 spell points. When you do, the creature gains resistance to the same type of damage as the attack, including the hit that triggered it, until the end of their next turn.

GRAVITATIONAL POP

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher causes a creature to be pushed or pulled, you can spend 3 spell points. When you do, one creature affected by the feature or spell is pushed or pulled an additional 10 feet.

METEORIC IMPACT

Whenever you cast an Astromancer cantrip, you can spend 1 spell point. When you do, one creature affected by the spell subtracts 1d4 from the next Strength or Dexterity ability check it makes before the end of your next turn.

ONE WITH THE LIVING WORLD

Prerequisite: 5th level, Terrestrial Cosmology

When you use your bonus action to embody a terrestrial aspect with your Goldilocks Zone feature, you can embody two aspects instead of one.

ORBITAL SATELLITES

Prerequisite: 9th level

Small rocks begin to orbit around your body. As a bonus action you can hurl one of these rocks at a creature within 60 feet of you. The rocks use your spellcasting modifier for the attack, and on a hit a rock deals 2d6 bludgeoning damage. You can have a number of rocks in your orbit equal to twice your proficiency bonus. When you hurl the last of these rocks, no more can orbit you until you finish a long rest.

OZONE LAYER

Prerequisite: 11th level

Whenever you cast an Astromancer spell of 1st-level or higher that deals damage, you can spend 5 spell points. When you do, you gain immunity to the same damage type as the spell until the start of your next turn.

RED GIANT

Prerequisite: 5th level, Solar Cosmology

When you summon your Coronal Aura, you can spend 6 spell points. When you do, the size of the aura doubles. While the size is increased with this feature, you suffer one level of exhaustion at the start of each of your turns while the aura is active.

ROBES OF STARDUST

Prerequisites: 8th level, Cloak of Nebula

You can activate your Cloak of Nebula as a bonus action and it grants three-quarters cover instead of half cover, but you only regain the use of it when you finish a long rest.

SIGHTLESS SPACE

Prerequisite: 3rd Level

Whenever you cast an Astromancy spell, you can spend 1 spell point. When you do, the spell doesn't require somatic components.

SOLAR RADIANCE

Prerequisite: 4th level

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher deals radiant damage to a creature, you can spend 2 spell points. When you do, one creature affected by the feature or spell is blinded until the end of your next turn.

SOUNDLESS SPACE

Prerequisite: 3rd Level

Whenever you cast an Astromancy spell, you can spend 1 spell point. When you do, the spell doesn't require verbal components.

STARDUST EMPOWERMENT

Prerequisite: 3rd level

Once per turn, when you deal damage with an Astromancer cantrip, you can add your proficiency bonus to the damage dealt.

STARDUST FAMILIAR

You learn the *find familiar* spell if you don't know it already, and it does not count against your total number of spells known. When you summon your familiar, its form is that of a starry nebula taking the shape of the chosen creature, with a series of constellations making up its skeletal structure.

STARDUST FUNNELS

Prerequisite: 5th level, Stardust Cosmology

While your stardust weapon floats within 5 feet of you, you can use it to attack enemies and defend yourself without ever holding it. When you are hit by a melee attack, you can use your reaction to spend 3 spell points. When you do, you can make one weapon attack with the stardust weapon against the creature that attacked you, or you can use it to parry the blow, adding +2 to your AC against the triggering attack, potentially causing the attack to miss.

If you have two stardust weapons from Nebula Constructs, you can spend 6 spell points to make an attack with each one, or add +4 to your AC against the triggering attack.

STARLIGHT FOCUS

Prerequisite: 7th level

When you cast an Astromancer spell that requires concentration, if you are already concentrating on a spell, you can spend 3 spell points up to a maximum of 30 spell points. When you do, the spell being cast doesn't require concentration and instead lasts 1 round for every 3 spell points spent.

STARS IN YOUR EYES

You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.

SUNBURN

Whenever you cast an Astromancer cantrip, you can spend 1 spell point. When you do, one creature affected by the spell subtracts 1d4 from the next Intelligence or Wisdom ability check it makes before the end of your next turn.

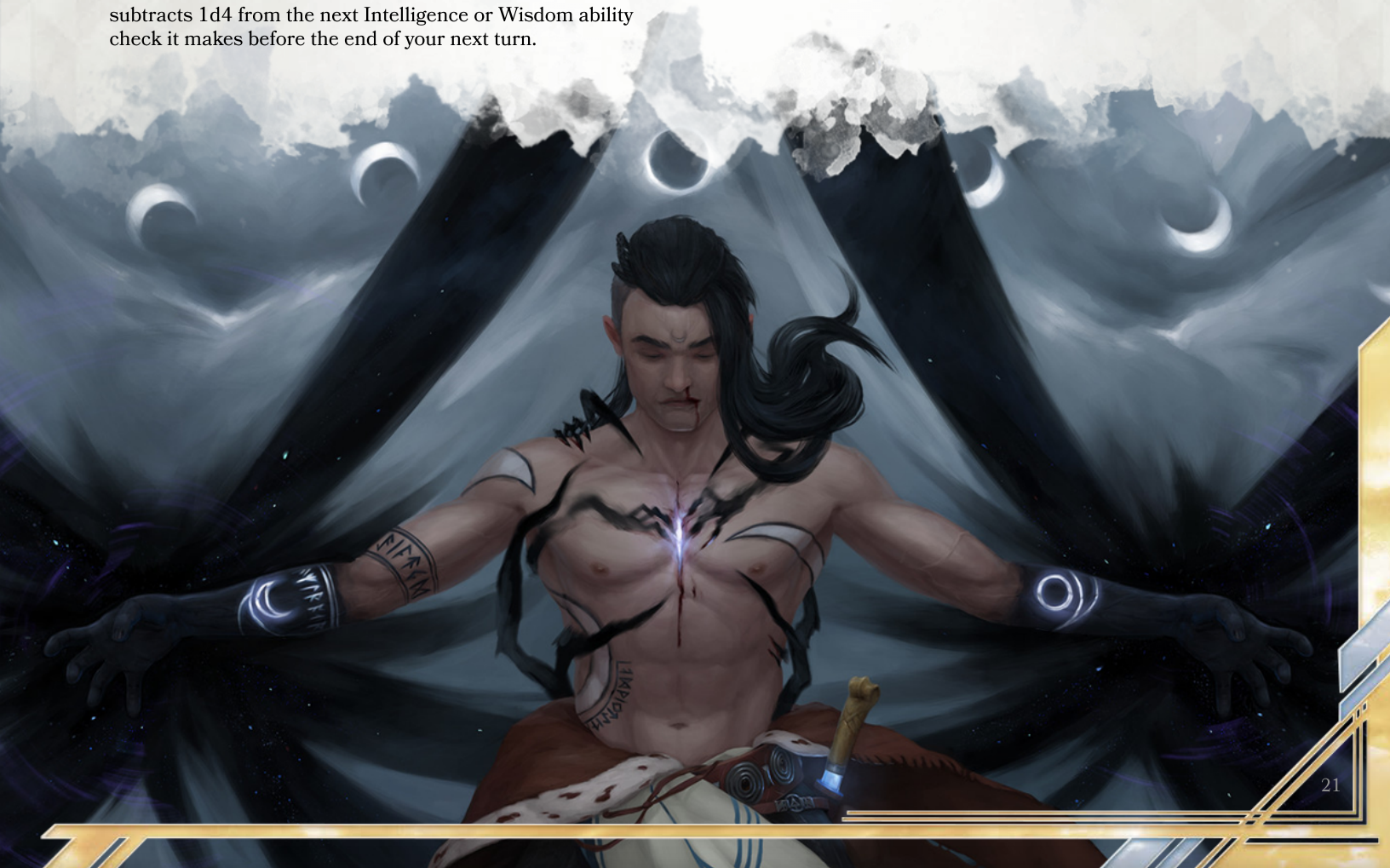
UNSTOPPABLE COMET

Prerequisite: 5th level, Meteoric Cosmology

Whenever you cast an Astromancer spell of 1st level or higher and your movement speed is 0, you can spend 4 spell points. When you do, you can move up to half your movement speed after casting the spell.

VACUUM'S PULL

Whenever an Astromancer feature or Astromancer spell you cast of 1st-level or higher deals force damage to a creature, you can spend 2 spell points. When you do, one creature affected by the feature or spell is pulled 10 feet towards you.



ASTROMANCER SPELL LIST

The expanded spell list with the homebrew spells used for the archetype bonus spells can be found in the book

[Shadowheart Apocrypha: Spells.](#)

CANTRIPS (0 LEVEL)

Control Flames
Create Bonfire
Dancing Lights
Fire Bolt
Frostbite
Guidance
Light
Mage Hand
Message
Mold Earth
Prestidigitation
Produce Flame
Ray of Frost
Sacred Flame
Shape Water
Word of Radiance

1ST-LEVEL

Absorb Elements
Burning Hands
Catapult
Comprehend Languages
Create or Destroy Water
Detect Magic
Feather Fall
Fog Cloud
Frost Fingers
Ice Knife
Mage Armor
Magic Missile
Magnify Gravity
Shield
Sleep

Unseen Servant

2ND LEVEL

Aganazzar's Scorcher
Air Bubble
Blindness/Deafness
Continual Flame
Darkness
Darkvision
Flaming Sphere
Invisibility
Levitate
Locate Object
Misty Step
Moonbeam
Pass Without Trace
Rime's Binding Ice
Scorching Ray
Shadowblade
Skywrite
Silence
Vortex Warp
Warp Sense

3RD LEVEL

Asharaldon's Stride
Blink
Counterspell
Daylight
Dispel Magic
Erupting Earth
Fear
Fireball
Fly
Gaseous Form

Hypnotic Pattern
Melf's Minute Meteors
Nondetection
Pulse Wave
Sending
Tongues

4TH LEVEL

Arcane Eye
Banishment
Confusion
Control Water
Fabricate
Fire Shield
Gate Seal
Gravity Sinkhole
Greater Invisibility
Ice Storm
Sickening Radiance
Wall of Fire
Watery Sphere

5TH LEVEL

Antilife Shell
Cone of Cold
Contact Other Plane
Create Spelljamming Helm
Creation
Dawn
Dream
Far Step
Find the Path
Flame Strike
Immolation
Legend Lore

Maelstrom
Mislead
Pass Wall
Scrying
Teleportation Circle

6TH LEVEL

Disintegrate
Gravity Fissure
Otiluke's Freezing Sphere
Sunbeam
Wall of Ice
Word of Recall

7TH LEVEL

Crown of Stars
Delayed Blast Fireball
Dream of the Blue Veil
Fire Storm
Plane Shift
Reverse Gravity
Teleport

8TH LEVEL

Dark Star
Demiplane
Earthquake
Incendiary Cloud
Maddening Darkness
Sunburst

9TH LEVEL

Astral Projection
Gate
Meteor Swarm
Ravenous Void



DRACOLYTE

A man steps into a tavern, his eyes glow with the power of ancient magic. The red cloak around him seems strange, curled around his front but connecting to his back. As he sits down, a drunk guard challenges him to a dual, hurling insults at the quiet new patron. The guard draws his sword and the man stands, unfurling his cloak into a pair of great red dragon wings. His hands burn with fire and his breath exhales embers. The guard stares slack jawed in awe before slinking away in defeat. The dracolYTE curls his wings around him and sits once more.

In the midst of a castle siege, a platoon of strange black scaled humans approach a wall, and in unison vomit acid onto the stone, melting it away. The soldiers inside spew forth, but can only stare in awe as a black scaled woman transforms into a dragon, melting them with an powerful exhalation of acid.

Bandits surround an elvish nomad in the desert. His fingers crackle with lightning as he drives a sword through the first cutthroat. A second bandit falls to a bolt of lightning shot from his hand and the elf throws his cloak off and takes flight on a pair of sapphire wings.

ANCIENT AND POWERFUL

The first dracolYtes were made by combining the souls of dead dragons with that of a living humanoid in an attempt to make a new breed of half dragon. Instead, the dragon souls were absorbed, giving the humanoids the gift of draconic power. These strange new people were coined the dracolYtes and served to empower dragon kind through the ages. This same ritual has been refined over the course of millennia, creating more DracolYtes and granting them better attunement to their dragon spirit.

BECOMING A DRACOLYTE

Most dracolYtes seek the power individually, sometimes through a respect for the dragons themselves, or perhaps a religious worship to a specific draconic god. Finding a group of dracolYtes or a dragon to perform the ritual often requires a deal to be brokered as the sacrificing of a draconic soul is no small matter to those who revere the ancient beasts. A dragon might be willing to perform the ritual only if you dedicate your life to serving it. Perhaps a dracolYTE cult requires you to swear an oath to their cause in order for the power to be granted to you. Or maybe some dark force has kidnapped you and forced the transformation against your will. No matter the case, once the ritual has infused the dragon's soul into yours, you become more dragon than man.

THE DRACOLYTE

Level	Proficiency Bonus	Features
1st	+2	Dragon Spirit, Breath Weapon
2nd	+2	Physical Transformation, Mutual Understanding
3rd	+2	Draconic Awakening
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Frightful Presence
7th	+3	Draconic Awakening Feature
8th	+3	Ability Score Improvement
9th	+4	Bloodline Trait
10th	+4	Dragon Skin
11th	+4	Draconic Awakening Feature
12th	+4	Ability Score Improvement
13th	+5	Secondary Bloodline Trait
14th	+5	Dragon Wings
15th	+5	Draconic Awakening Feature
16th	+5	Ability Score Improvement
17th	+6	Draconic Strike
18th	+6	Instincts of the Wyrn
19th	+6	Ability Score Improvement
20th	+6	Draconic Ascension

CLASS FEATURES

As a dracolyle, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per dracolyle level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dracolyle level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Arcana, Athletics, Deception, History, Intimidation, Religion, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather, light crossbow, and 20 bolts
- (a) a longsword and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 4d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the dracolyle class, you must met these prerequisites: Charisma 13.

Proficiencies. When you multiclass into the dracolyle class, you gain the following proficiencies: Light armor and medium armor.

DRAGON SPIRIT

As a dracolyle, you connect with dragons on a level few others can even comprehend due to the draconic nature of your soul. Beginning at 1st level, you choose one of the true dragons as a manifestation of your draconic spirit. This choice will determine many things as you level. In addition you can speak, read, and write Draconic.

DRACONIC SPIRIT

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

BREATH WEAPON

Much like the mighty creatures themselves, you have learned the art of exhaling powerful a powerful breath weapon. Starting at 1st level, you can use your action to exhale destructive energy. Your dragon spirit determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your dragon spirit. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MUTUAL UNDERSTANDING

At 2nd level whenever you make a Charisma check interacting with dragons, your proficiency bonus is doubled if it applies to the check.

PHYSICAL TRANSFORMATION

Also at 2nd level your body begins to take on the visage of a dragon, granting you fanged teeth and sharp claws. Your unarmed strikes now deal 1d6 + your Strength modifier slashing damage and you can use your attack action to make a bite attack that deals 1d8 + your Strength modifier piercing damage. Additionally your eyes transform into the eyes of your dragon spirit. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

DRACONIC AWAKENING

At 3rd level your draconic powers begin to take shape and you can choose which aspect of the dragon you wish to empower within you. The archetype you choose grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FRIGHTFUL PRESENCE

Starting at 6th level you gain one of the most iconic abilities of all dragons, its frightful presence. As an action, each creature of your choice that is within 10 feet of you and can see you must succeed on a Wisdom saving throw equal to 8 + your proficiency bonus + your Charisma modifier or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your frightful presence for the next 24 hours.

The range of your frightful presence increases to 15 feet at 11th level, and 20 feet at 15th level. Once you use this feature, you can't use it again until you finish a short or long rest.

MINOR BLOODLINE TRAIT

Beginning at 9th level your dragon spirit allows you to take on the abilities of your chosen dragon. You gain a special ability based on your dragon spirit from the table below.

MINOR BLOODLINE TRAIT

Dragon	Trait
Black	You can breathe air and water
Blue	You have a burrow speed of 30 ft
Brass	You have advantage on attack rolls made against a creature that has previously failed a Charisma check you've made against it in the last hour
Bronze	As long as you are within 5 feet of a friendly creature, and that creature is not unconscious, you get a +2 bonus to weapon attack rolls.
Copper	You have advantage on Charisma (Performance) and Charisma (Deception) checks made when not in combat.
Gold	You automatically sense evil aligned creatures within 30 feet of you.
Green	You have advantage on Charisma (Persuasion and Charisma (Deception) checks made when not in combat.
Red	You have advantage on Intelligence (Investigation) checks made to determine an item's value.
Silver	As long as you are within 5 feet of a friendly creature, and that creature is not unconscious, creatures making weapon attacks against it do so with disadvantage.
White	You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

DRAGON SKIN

At 10th level large patches of your body start to grow over with scales matching the color of your dragon spirit. You gain resistance to the element of your dragon spirit. Additionally, as an action you can force the scales to harden, granting you immunity to the element of your dragon spirit for 1 minute. You can't use this feature again until you finish a long rest.



DRAGON SKIN

Dragon	Resistance/Immunity Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

MAJOR BLOODLINE TRAIT

At 13th Level you have learned to harness the full potential of your dragon spirit, you gain a major trait of your dragon spirit from the table below.

MAJOR BLOODLINE TRAIT

Dragon	Trait
Black	Whenever a creature deals damage to you with a melee weapon attack, that creature takes 1d4 acid damage.
Blue	Whenever a creature deals damage to you with a melee weapon attack, that creature takes 1d4 lightning damage.
Brass	You have advantage on saving throws against spells that would incapacitate you.
Bronze	You cannot be moved against your will.
Copper	You have advantage on saving throws against spells that would charm you.
Gold	You have advantage on saving throws made against the abilities of dragons.
Green	Whenever a creature deals damage to you with a melee weapon attack, that creature takes 1d4 poison damage.
Red	Whenever a creature deals damage to you with a melee weapon attack, that creature takes 1d4 fire damage.
Silver	You have advantage on saving throws against spells that would stun or paralyze you.
White	Whenever a creature deals damage to you with a melee weapon attack, that creature takes 1d4 cold damage.

DRAGON WINGS

At 14th level, you sprout a pair of dragon wings from your back, gaining a flying speed equal to your movement speed. These wings resemble that of your dragon spirit. The wings sprout slow enough that you can remove any armor or clothing that would confine them upon their creation. Once sprouted, clothing or armor worn must be able to accommodate your new appendages.

DRAGONIC STRIKE

Beginning at 17th level whenever you deal damage to a creature with the element of your dragon spirit, you deal extra damage of that element equal to your Charisma modifier (minimum 1).

INSTINCTS OF THE WYRM

At 18th level whenever a hostile creature willingly steps within 5 feet of you, you can use your reaction to make one weapon attack against it, or move up to half your movement speed away from it. This movement does not provoke attacks of opportunity.





DRACONIC ASCENSION

At 20th level you have mastered your dragon spirit, allowing you to transform fully into a dragon.

You suffer none of the frailty of old age, and you can't be aged magically.

Additionally as an action, you can now shapeshift into an adult version of your dragon spirit (see the *Monster Manual* section on dragons for your statistics). You can't use this ability again until you finish a long rest. You can stay in your dragon form for a number of hours equal to half your dracolite level, you can revert back to your normal form early with no action required. You automatically revert back to your normal form if your draconic form drops to 0 hit points or you fall unconscious.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the dragon, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the dragon. If the dragon has the same proficiency as you and the bonus in its stat block is higher than yours, use the dragon's bonus instead of yours. If the dragon has any legendary or lair actions, you can't use them.
- When you transform, you assume the dragon's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- You choose whether your equipment falls to the ground in your space, merges into your dragon form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with you has no effect until you revert back to your normal form.

Dracolytes are drawn to different aspects of the mighty dragons they aspire to become. These aspects reflect the dracolytes desire for power as they train.

Those that follow the path of the mystic terror tap deep into the draconic magics, allowing them to cast powerful spells and attune further into the magical nature of dragons.

Dracolyte Level	Feature
3rd	Spellcasting, Arcane Spirit
7th	Mystical Ravaging
10th	In the Element
15th	Arcane Force

Dracolyte Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

When you reach 3rd level, you learn how to tap into the draconic ways of spellcraft, granting you the ability to cast spells (see chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the sorcerer spell list).

Cantrips. You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Mystic Terror Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level sorcerer spells of your choice, two of which you must choose from the Evocation and Transmutation spells on the Sorcerer spell list.

The Spells Known column of the Mystic Terror Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be a Evocation or Transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an Evocation or Transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since your magic relies on projecting the innate magical power of your dragon spirit into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

At 3rd level, your dragon spirit helps shape your spellcasting. You learn one cantrip and one 1st-level spell of your choice that deal the same type of damage as your dragon spirit. These spells do not count against your spells known and can be from any school of magic.

At 7th level when you hit a creature with a spell attack for the first time in a turn, it gains vulnerability to the element of your dragon spirit until the end of your next turn. If that creature is resistant to the element, it loses its resistance instead, and if immune it loses the immunity and gains resistance instead. A creature that has been affected by this feature is immune to further ravaging for 24 hours.

IN THE ELEMENT

At 11th level when a spell you cast of 1st level or higher that deals damage to a creature with the element of your dragon spirit, you can use your bonus action to cast a cantrip that deals the same type of damage.

ARCANE FORCE

At 15th level whenever you cast a spell that requires a saving throw, you can choose one creature affected by the spell. That creature automatically fails the saving throw. Once you use this feature, you can't do so again until you finish a long rest.

REVERENT BREATH

Those that hone the skills to use their breath weapon find that with practice, it can be altered in many ways. Dracolutes of the reverent breath have mastered the art of exhalation to annihilate their foes.

REVERENT BREATH FEATURES

Dracolute Level	Feature
3rd	Continuous Exhalation, Shape Breath
7th	Exhalation Exploitation
10th	Breath Control
15th	Exhalation Mastery

CONTINUOUS EXHALATION

When you take this archetype at 3rd level your control over your breath weapon allows you to exhale more often. Your breath weapon now recharges on a short rest.

SHAPE BREATH

Also at 3rd level you have learned how to fully control how you exhale your breath weapon. When you gain this feature, choose one of the abilities listed below. Whenever you use your breath weapon it takes on properties of the chosen ability.

Clinging Breath. Your breath weapon clings to creatures and continues to damage them over time. A creature that takes damage from your breath weapon takes half of the damage dealt again at the beginning of its turn, then the exhalation dissipates for the creature.

Controlled Breath You learn to control how your breath weapon manifests. You can now choose whether you want your breath weapon to be a cone or a line when you use an action to use your breath weapon.

Enlarged Breath. Breath weapon lines increase to 5 by 60 ft. and breath weapon cones increase to 30 ft.

Launched Breath. Your breath weapon forms a sphere that explodes into a lingering cloud on impact. When you exhale your breath, you launch a spherical ball of elemental energy at a creature or a point within 30 feet that explodes, causing a lasting effect in a 10 ft. radius centered on the point of impact. A creature that enters the area for the first time or starts its turn there makes a saving throw against your breath weapon. The field dissipates at the beginning of your next turn.

Maximized Breath. You add your proficiency bonus to the damage of your breath weapon.

Relentless Breath. The DC for your breath weapon saving throw now equals 10 + your Constitution modifier + your proficiency bonus.

Tempest Breath. When a creature fails the saving throw for your exhalation, it is pushed 10 feet.

EXHALATION EXPLOITATION

At 7th level you learn how to exploit a creature's natural defenses against your breath weapon. Your breath weapon damage ignores resistances and immunity.

BREATH CONTROL

At 11th level you have mastered how you shape your exhalation. You can now choose a second ability from the Shape Breath list. You cannot stack Clinging Breath and Launched Breath with this feature.

EXHALATION MASTERY

At 15th level you have mastered your elemental exhalation. The damage dice for your breath weapon increases by 1, and is now a d8 instead of a d6.





SCALE LORD

Draconolutes who desire to become more like their dragon spirit in the physical follow the path of the scale lord, powerful close range combatants who turn their bodies into living draconic weapons.

SCALE LORD

Draconolite Level	Feature
3rd	Dragon Tail, Hardened Scales
7th	Truly Natural
10th	Draconic Fury
15th	Wingstorm

DRAGON TAIL

Beginning at 3rd level you sprout a long draconic tail that you can use as a weapon to make unarmed strikes. The tail deals 1d4 bludgeoning damage and has the reach property.

HARDENED SCALES

Also at 3rd level, your body is completely covered in scales that match your dragon spirit. When you aren't wearing armor, your AC equals 8 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

TRULY NATURAL

Beginning at 7th level your body has become perfectly attuned to your draconic transformation, granting you several benefits.

- The damage of your claws increases to 1d8, and the damage of your bite increases to 1d10 piercing damage.
- When you attempt to shove or grapple a creature with your tail, you have advantage on the check.
- Your scales harden further. Your AC while not wearing armor is now 10 + your Dexterity modifier + your Constitution modifier

DRACONIC FURY

At 11th level whenever you use your Attack action to make a melee weapon attack with your draconic appendages you can make one additional attack with them as part of the same attack.

WINGSTORM

At 15th level you have grown into your wings, allowing you to use them to throw your opponents off their feet. As a bonus action you can buffet a medium or smaller creature within 5 feet of you with powerful winds generated by your wings. The target makes a strength saving throw equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, the target is pushed back 10 feet and knocked prone. Additionally your fly speed is doubled.

WINGED GUARDIAN

Some dracolytes use their draconic gifts to aid their companions and protect themselves from harm. These winged guardians use an ancient ritual to manifest their dragon spirit into a powerful protective enchantment.

WINGED GUARDIAN FEATURES

Dracolyte Level	Feature
3rd	Draconic Aura, Aura of Debilitation
7th	Aura of Resistance
10th	Aura of Knowledge
15th	Aura of Power

DRACONIC AURA

When you adopt this archetype at 3rd level you learn how to harness your draconic magic into an aura as a spectral version of your dragon spirit flies around you and your allies, granting special abilities. You can use a bonus action to summon the Draconic Aura which lasts for 1 minute and is a 10 foot radius sphere centered on you. It ends early if you are knocked unconscious or you choose to turn off the aura, no action required. You can use your Draconic Aura a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

While the Aura is active, creatures of your choice within the aura get -2 to their weapon attack rolls.

AURA OF DEBILITATION

At 3rd level, as long as the aura is active, you can use your reaction to impose disadvantage on one ability check being made by a creature within the aura.

EXPANDING AURA

At 7th level the aura strengthens, The range of your aura increases to 30 feet.

AURA OF RESISTANCE

At 11th level you can grant those around you a portion of your resistances while strengthening your own. Creatures of your choice within the aura have resistance to the same damage type granted by your Dragon Skin feature.

Additionally, while a creature within your aura has resistance to the chosen damage type, you have immunity to the same damage type.

AURA OF POWER

Beginning at 15th level, you're able to use the aura to infuse your allies with the same battle tactics as your own. As a bonus action, you can grant allies within your draconic aura a bonus to attack rolls equal to your proficiency bonus.

Additionally as long as an ally is within the aura's area of effect, your attacks score a critical hit on a roll of 19-20.



ADDITIONAL DRACONIC OPTIONS

Between *Fizban's Treasury of Dragons* and my own homebrew dragon species, there are quite a few additional dragons spirits that a dracolite could be a part of. This section gives several new options for your dragon spirit and features for Dragon Spirit, Minor Bloodline Trait, Dragon Skin, and Major Bloodline Trait.

DRACONIC SPIRIT

Dragon	Damage Type	Breath Weapon
Amethyst	Force	15 ft. cone (Str. save)
Crystal	Radiant	15 ft. cone (Con. save)
Deep	Psychic	15 ft. cone (Wis. save)
Dragon Turtle	Fire	15 ft. cone (Con. save)
Emerald	Psychic	15 ft. cone (Int. save)
Lunar	Cold	15 ft. cone (Con. save)
Moonstone	Radiant	5 by 30 ft. line (Dex. save)
Sapphire	Thunder	15 ft. cone (Con. save)
Solar	Radiant	15 ft. cone (Con. save)
Solhalysis	Radiant	5 by 30 ft. line (Dex. save)
Topaz	Necrotic	15 ft. cone (Con. save)

MINOR BLOODLINE TRAIT

Dragon	Trait
Amethyst	You know whether or not creatures you encounter are from the plane you are on or from a different plane.
Crystal	Friendly creatures within 5 feet of you have advantage on Charisma (Performance) checks and Charisma (Persuasion) checks.
Deep	Your darkvision increases by 30 feet.
Dragon Turtle	You have a swim speed of 30 feet.
Emerald	You have advantage on checks made to see through illusions.
Lunar	You have a burrow speed of 30 feet.
Moonstone	While under moonlight, you have advantage on Wisdom (Perception) checks.
Sapphire	You have a burrow speed of 30 feet.
Solar	You deal double damage to objects and structures.
Solhalysis	The temperature within a 5 foot radius of you is always 95 degrees regardless of your surroundings.
Topaz	You have advantage on Intelligence (Investigation) checks made pertaining to undead.

DRAGON SKIN

Dragon	Resistance/Immunity Type
Amethyst	Force
Crystal	Radiant
Deep	Psychic
Dragon Turtle	Cold
Emerald	Psychic
Lunar	Cold
Moonstone	Radiant
Sapphire	Thunder
Solar	Radiant
Solhalysis	Radiant
Topaz	Necrotic

MAJOR BLOODLINE TRAIT

Dragon	Trait
Amethyst	You have advantage on saving throws made against the abilities of aberrations.
Crystal	You learn the <i>guidance</i> cantrip, the dice for the spell is a d6 instead of a d4.
Deep	You have blindsight out to a range of 60 feet.
Dragon Turtle	You can breathe air and water and have resistance to fire damage.
Emerald	You learn the <i>minor illusion</i> cantrip, the area of the spell increases to a 10-foot cube
Lunar	You can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. Once you've used this feature you can't use it again until the next dusk.
Moonstone	You are immune to spells that would cause you to fall unconscious or alter your mind while unconscious.
Sapphire	You can add either your Intelligence or Wisdom modifier to your initiative rolls.
Solar	You are immune to the blinded condition.
Solhalysis	You are resistant to psychic damage and creatures can only telepathically communicate with you if you allow it.
Topaz	You have advantage on death saving throws.

DRACOMANCER

A great blue dragon drops from the sky like a streak of lightning, the elf on its back loosing arrow after arrow into the bandits below. The surviving bandits scatter as the dragon lands, crushing some underfoot. With a mighty roar a bolt of lightning fries the fleeing brigands.

From the shadows creeps a sleek wyrm with a shadar-kai atop its head. The oblivious man walking down the night road takes no notice of the shifting shadows around them. With a quick snap the dragon's jaw close around the victim, killing him without a sound.

Blood drips from the scales of a red dragon, seeping out as if having a will of its own. Nearby, a dragonborn forms a curved blade of his own blood while a group of kobolds watches on in horror. The dragon affixes her gaze upon the kobolds and when panic sets in, they find themselves unable to move, allowing the dragonborn's crimson blade to make quick work of the pack.

The fluff will continue to be expanded in future updates!



THE DRACOMANCER

Level	Proficiency Bonus	Features	Spell Points	Spells Known	Max Spell Level
1st	+2	Draconic Companion, Draconic Legacy	—	—	—
2nd	+2	Spellcasting, Arcane Anatomy	4	2	1st
3rd	+2	Mystic Growth	6	3	1st
4th	+2	Ability Score Improvement	6	3	1st
5th	+3	Extra Attack	14	4	2nd
6th	+3	Draconic Legacy Feature	14	4	2nd
7th	+3	Wyrms' Awakening	17	5	2nd
8th	+3	Ability Score Improvement	17	5	2nd
9th	+4	Arcanum Strikes	27	6	3rd
10th	+4	Draconic Legacy Feature	27	6	3rd
11th	+4	Scaled Scourge	32	7	3rd
12th	+4	Ability Score Improvement	32	7	3rd
13th	+5	—	38	8	4th
14th	+5	Draconic Legacy Feature	38	8	4th
15th	+5	Sky Terror	44	9	4th
16th	+5	Ability Score Improvement	44	9	4th
17th	+6	—	57	10	5th
18th	+6	Ancient Wyrms	57	10	5th
19th	+6	Ability Score Improvement	64	11	5th
20th	+6	Elder Dragon	64	11	5th

CLASS FEATURES

As a dracomancer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per dracomancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dracomancer Level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: You have proficiency in Animal Handling and two skills of your choice from among Arcana, Athletics, Deception, Intimidation, Perception, Persuasion, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two simple weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack
- Chain shirt and an arcane focus

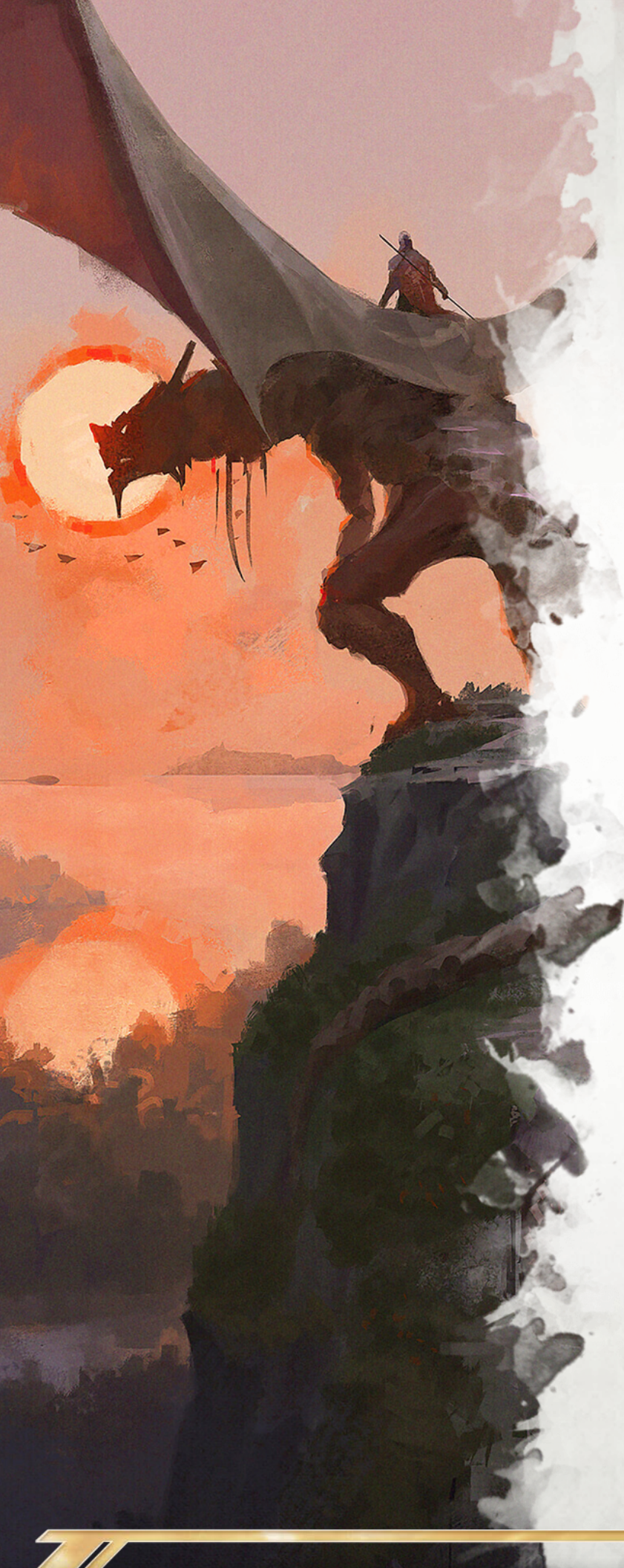
STARTING WEALTH

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the dracomancer class, you must meet these prerequisites: Strength and Charisma 13.

Proficiencies. When you multiclass into the dragon knight class, you gain the following proficiencies: Light armour, medium armour, shields, simple weapons, and martial weapons.



DRAGONIC COMPANION

Beginning at 1st level you have created a mystical bond with a dragon you have raised from birth. This dragon is one of many true dragons, as shown in the Draconic Companion table. Your choice of dragon species will determine its draconic element, its special movement, and the shape and saving throw associated with its breath weapon. The draconic element of your companion will determine its damage immunity, the damage of its breath weapon, and will be used in various class features. Your dragon can use its breath weapon once, and regains all uses when you finish a short or long rest.

In combat, your companion has its own initiative, but can change its initiative to match your own. You can command it verbally, no action required, and if you are incapacitated, the dragon is intelligent enough to act on its own.

DRAGONIC TRAITS

Your companion gains proficiency in two skills of your choice that make sense for a dragon to learn. In areas where it would use its proficiency bonus, it uses your proficiency bonus instead. The dragon can speak draconic and understands any languages you know. Due to your bond with it, you learn to speak, read, and write draconic if you don't know it already.

Whenever you gain the Ability Score Improvement feature in this class, your companion's abilities also improve. You can increase one of its ability scores of your choice by 2, or you can increase two of its ability scores of your choice by 1, at the DM's discretion you can forgo increasing the companion's ability scores and instead give it a feat that would make sense for it. As normal, you can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Whenever you gain a level in this class, your companion also levels up, and it can increase its hit point maximum using its hit die normally. At first level, its hit points will be equal to the maximum value of its hit die + its Constitution modifier. Your companion has its own hit die, and can spend them during a short rest.

Your companion's size, AC, hit dice, and damage dice are determined by its stat block.

REVIVING YOUR COMPANION

If your draconic companion is reduced to 0 hit points, it falls unconscious and makes death saving throws as normal. If your companion is ever slain, the bond you share allows you to return it to life. With 8 hours of work and the expenditure of 20gp worth of rare herbs and fine food per your dracomancer level, you can call forth your companion's soul and use your spiritual bond with it to create a new body for it. You can return your companion to life in this manner even if you do not possess any part of its body.

You can choose to expend any number of hit dice when you finish the ritual. Make a Constitution saving throw, with the DC being equal to 15 minus the number of hit dice you expended. The DC cannot be lowered below 5 in this way. On a failed save, your companion is restored to life, but you aren't able to regain any of the hit dice you expended for the ritual until 7 days have passed. Additionally, you and your companion both suffer three levels of exhaustion. On a successful save, the companion is restored to life, and you can regain the spent hit dice as normal.



DRACONIC COMPANION

Dragon Species	Draconic Element	Special Movement	Breath Weapon
Amethyst	Force	Swim 30 ft.	15 ft. cone (Str. save)
Black	Acid	Swim 30 ft.	5 by 30 ft. line (Dex. save)
Blue	Lightning	Burrow 30 ft.	5 by 30 ft. line (Dex. save)
Brass	Fire	Burrow 30 ft.	5 by 30 ft. line (Dex. save)
Bronze	Lightning	Swim 30 ft.	5 by 30 ft. line (Dex. save)
Copper	Acid	Climb 30 ft.	5 by 30 ft. line (Dex. save)
Crystal	Radiant	Climb 30 ft.	15 ft. cone (Con. save)
Deep	Psychic	Burrow 30 ft.	15 ft. cone (Wis. save)
Emerald	Psychic	Burrow 30 ft.	15 ft. cone (Int. save)
Gold	Fire	Swim 30 ft.	15 ft. cone (Dex. save)
Green	Poison	Burrow 30 ft.	15 ft. cone (Con. save)
Lunar	Cold	Burrow 30 ft.	15 ft. cone (Con. save)
Moonstone	Radiant	Climb 30 ft.	5 by 30 ft. line (Dex. save)
Red	Fire	Climb 30 ft.	15 ft. cone (Dex. save)
Sapphire	Thunder	Burrow 30 ft.	15 ft. cone (Con. save)
Silver	Cold	Climb 30 ft.	15 ft. cone (Con. save)
Solar	Radiant	Fly (Hover)	15 ft. cone (Con. save)
Solhalysis	Fire	Climb 30 ft.	5 by 30 ft. line (Dex. save)
Topaz	Necrotic	Swim 30 ft.	15 ft. cone (Con. save)
White	Cold	Swim 30 ft.	15 ft. cone (Con. save)

DRACONIC COMPANION

Medium, shares your alignment

Armor Class 10 + its Constitution modifier + your proficiency bonus

Hit Points 1d10 + its Constitution modifier

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Damage Immunity Same as its draconic element

Senses Blindsight 10 ft., darkvision 60 ft.

Languages Draconic, understands any languages you know

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target. *Hit:* 1d10 + its Strength modifier piercing damage. The draconic companion can attempt to grapple the creature as part of the attack. It can only grapple once creature at a time in this way and can only use its bite on the grappled creature.

Claw. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target. *Hit:* 1d6 + its Strength modifier slashing damage. After the attack, the draconic companion can make a second claw attack as a bonus action.

Tail. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 10ft., one target. *Hit:* 1d8 + its Strength modifier bludgeoning damage. On a hit, the target makes a Strength saving throw equal to 8 + the draconic companion's Strength modifier + your proficiency bonus. On a failed save it is knocked prone.

Breath Weapon. The draconic companion exhales a powerful breath weapon using its draconic element in either a line or cone. A creature caught in the area must make a saving throw equal to 8 + your draconic companion's Constitution modifier + your Proficiency Bonus. On a failed save, a creature takes 2d8 damage of its draconic element. A creature takes half as much damage on a successful save.



DRACONIC LEGACY

Also at 1st level, you and your dragon embody a great draconic legacy. Your choice grants you features when you choose it at 1st level and again at 2nd, 6th, 10th, and 14th level.

SPELLCASTING

Your innate connection dragons and their magical souls infuses you with arcane magic. This font of magic fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the dracomancer spell list.

SPELL POINTS

A dracomancer's magic comes from within their being, and as such, they pull from a pool of magical energy represented as spell points. Each spell has a point cost based on its level, represented in the table below. In order to cast a spell, you must deduct the number of points from the total number of spell points you have available. Cantrips do not cost any points. If you have less points than a spell's given point cost, you cannot cast it, and your spell points can't reach below 0.

SPELL POINT COST

Spell Level	Point Cost
Cantrips	0
1st	2
2nd	3
3rd	5
4th	6
5th	7

The number of spell points you have per level is shown in the spell points column of the Dracomancer table, and the level of spell you can cast with those points is shown in the Max Spell Level column of the same table. You regain all spent spell points when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the dracomancer spell list. The Spells Known column of the dracomancer table shows when you learn more dracomancer spells of your choice. Each of these spells must not be of a higher level than your max spell level. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the dracomancer spells you know and replace it with another spell from the dracomancer spell list, which also must not be of a higher level than your max spell level.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dracomancer spells, since the power of your magic comes from the great arcane might of dragons. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dracomancer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your dracomancer spells.

ARCANE ANATOMY

Also at 2nd level, your connection to dragons seeps into your physical form. You gain resistance to your dragon's draconic element, and you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

MYSTIC GROWTH

At 3rd level, your magic grows in harmony with the growth of your dragon. You learn two cantrips from any spell list. One of these cantrips must require an attack roll or saving throw and it must deal the same type of damage as your companion's draconic element.

ABILITY SCORE IMPROVEMENT

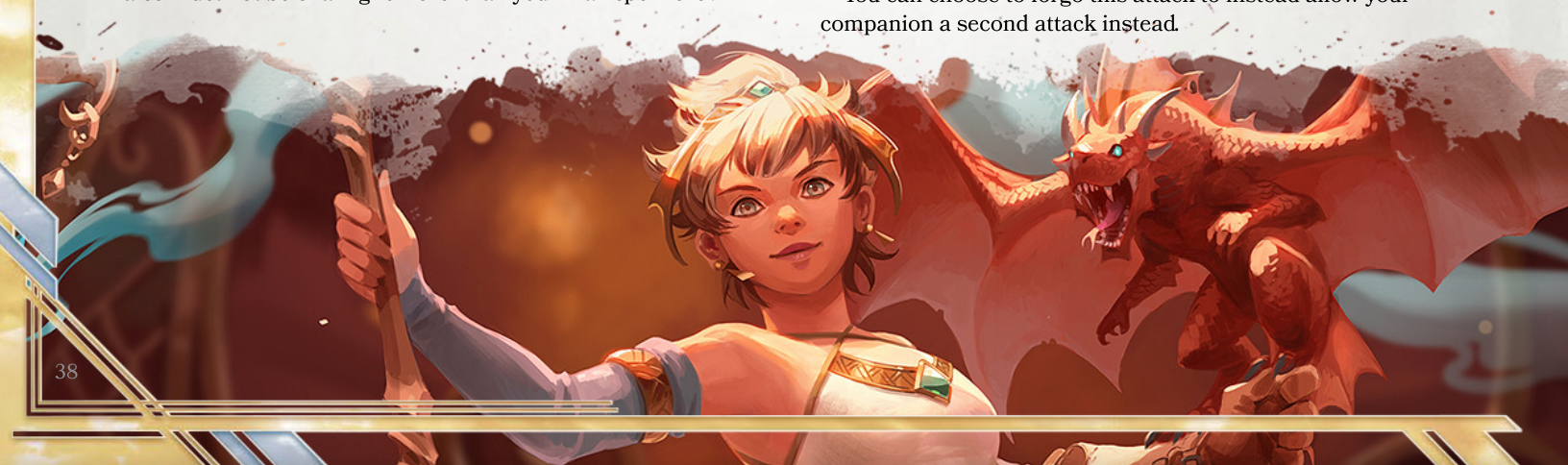
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

You can choose to forgo this attack to instead allow your companion a second attack instead.





WYRM'S AWAKENING

At 7th level your draconic companion has grown in size and power. It gains the following benefits.

- Its size increases to Large.
- Its walking speed increases by 5 feet, and its fly speed increases by 10 feet.
- The range of its tail attack increases to 15 feet.
- The damage of its breath weapon increases to 4d8, and its range increases to a 30-foot cone or 60-foot line.

Frightful Presence Your draconic companion now commands the same frightful presence as other dragons. As an action, each creature of your choice that is within 15 feet of your draconic companion and that can see it must succeed on a Wisdom saving throw equal to 8 + your proficiency bonus + your draconic companion's Charisma modifier or become frightened of your companion for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

ARCANUM STRIKES

At 9th level, your draconic companion's bite, claw, and tail attacks are considered magical for overcoming resistances.

Additionally, when your draconic companion hit with an attack using its bite, claw or tail, it adds your proficiency bonus to the damage.

SCALED SCOURGE

Beginning at 11th level, you continue to harmonize with the raw arcane might of your dragon. You gain blindsight out to 10 feet and are now immune to your companion's draconic element.

Additionally, you have also taken on a dragon's immortality and cease aging, and cannot be aged magically.

SKY TERROR

At 15th level, the true power of your draconic companion is brought to bear. It gains the following benefits.

- Its size increases to Huge.
- Its walking speed increases by 5 feet and its fly speed increases by 10 feet.
- The range of its bite attack increases to 10 feet.
- The damage of its breath weapon increases to 6d8, and its range increases to a 60-foot cone or 90-foot line.
- It can now use its breath weapon twice per short rest.

ANCIENT WYRM

At 18th level, the magic flows between you and your draconic companion as if you were the same being. Your companion can make a second attack without you needing to forgo your own extra attack.

Additionally, when your companion hits a creature with an attack, you can use your reaction to make an attack against the same target.

ELDER DRAGON

At 20th level, both you and your draconic companion have reached your apex. The Constitution and Charisma scores of both you and your companion increase by 2. Your maximum for those scores is now 22.

Additionally, your draconic companion gains the following benefits.

- Its size increases to Gargantuan.
- Its walking speed increases by 5 feet and its fly speed increases by 10 feet.
- The range of its bite and tail attack each increase by 5 feet.
- The damage of its breath weapon increases to 8d8, and its range increases to a 90-foot cone or 120-foot line.
- It can now use its breath weapon three times per short rest.

DRACONIC LEGACIES

BLOODSCALE LEGACY

Bloodscales are dragons that have found power in blood magic. These dragons, along with their dracomancers harness their own life essence and turn it into deadly spellcraft.

BLOODSCALE LEGACY

Dracomancer Level	Feature
1st	Sanguine Magic, Draconic Hemomancy
2nd	Bonus Spells
6th	Bloody Spray
10th	Blood Caster
14th	Sanguine Wyrms

SANGUINE MAGIC

Starting when you take this archetype at 1st level, you have tapped into the dark art of blood magic. You learn two cantrips of your choice that have the *Blood Magic* tag. Additionally, you know the *sanguine senses* spell and can cast it once per day without expending a spell slot.

DRACONIC HEMOMANCY

Also at 1st level, your bloodscale is just as adept as you at using blood as a weapon. It can cast any spell that you know that has the *Blood Magic* tag. It uses your spell points to cast these spells, but otherwise the spells are treated as originating from your bloodscale. Your bloodscale can concentrate on spells it casts independent of your own concentration and follows the normal rules for concentrating on a spell. Charisma is the spellcasting stat for your draconic companion.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Bloodscale Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

BLOODSCALE LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>crimson lance</i> *, <i>caustic plasma</i> *
5th	<i>crimson blade</i> *, <i>hemophilic cramps</i> *
9th	<i>command internals</i> *, <i>sanguine downpour</i> *
13th	<i>blood pact</i> *, <i>mass hemostasis</i> *
17th	<i>accelerated stitching</i> *, <i>blood boi</i> *

BLOODY SPRAY

Starting at 6th level, your bloodscale has learned to lace their breath weapon with their own magical blood. Creatures who are dealt damage by your bloodscale's breath weapon take additional necrotic damage equal to your draconic companion's Charisma modifier.

BLOOD CASTER

At 10th level, the blood loss incurred by your spellcasting only empowers you. Whenever you or your bloodscale lose hit points from casting a spell of 1st-level or higher that has the *Blood Magic* tag, if that spell deals damage, targets damaged by the spell take additional necrotic damage equal to the hit points spent on the spell. You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

SANGUINE WYRM

At 14th level, you and your bloodscale heal supernaturally fast due to the magic within your blood. Whenever you or your draconic companion are healed by a spell, You each add your Constitution modifier to the amount healed. If the spell has the *Blood Magic* tag, you heal for the maximum amount, and gain the maximum amount of temporary hit points granted by the spell, if any. You can use this feature once, and regain its use when you finish a long rest.



BOLTWING LEGACY

Boltwings are a dragons that specialize in syncing up their magic with a dracomancer to a near perfect harmony. With this special bond, they are able to cast the same spells as the dracomancer.

BOLTWING LEGACY

Dracomancer Level	Feature
1st	Draconic Magics, Innate Arcanum
2nd	Bonus Spells
6th	Spell Sharing
10th	Iron Minds
14th	Bolster Arcanum

DRACONIC MAGICS

At 1st level, you're magic flares to life with draconic power. You learn two cantrips from the sorcerer spell list. One of these cantrips must require an attack roll or saving throw and it must deal damage.

INNATE ARCANUM

Also at 1st level your draconic companion has learned to harness the magic within itself. Your boltwing cast any cantrips you know. Charisma is the spellcasting stat for your draconic companion.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Boltwing Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

BOLTWING LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>faerie fire, magic missile</i>
5th	<i>misty step, nystul's magic aura</i>
9th	<i>counterspell, sending</i>
13th	<i>banishment, dimension door</i>
17th	<i>creation, wall of force</i>

SPELL SHARING

At 6th level, your boltwing has learned how to cast more powerful spells. While you are within 30 feet of your draconic companion, it can cast any spell of 1st-level or higher that you know. It uses your spell points to cast these spells, but otherwise the spells are treated as originating from your boltwing. Your boltwing can concentrate on spells it casts independent of your own concentration and follows the normal rules for concentrating on a spell.

IRON MINDS

Starting at 10th level, The magic that flows between you and your boltwing aids in harnessing your spells. While you and your draconic companion are within 10 feet of each other and either of you make a Constitution saving throw to maintain concentration on a spell, you both can treat a roll of 9 or lower on the d20 as a 10.

BOLSTER ARCANUM

At 14th level, you and your boltwing have learned to bolster each other's spells. Whenever you or your draconic companion cast a spell, the other can use their reaction to cause the spell to be cast one level higher.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.



DRACOLICH LEGACY

There are those who believe that death is an obstacle, and to overcome it is to obtain unlimited power. When a dracomancer seeks these dark arts, they transform their companion into a dracolich, a terrifying undead dragon of immense power. In some cases, the dragon itself desires the transformation and willingly gives its humanity for power.

DRACOLICH LEGACY

Dracomancer Level	Feature
1st	Ritual of Undeath, Phylactery
2nd	Bonus Spells
6th	Sovereign of the Dead
10th	Walking Bomb
14th	Might of Undeath

RITUAL OF UNDEATH

At 1st level, you have performed the profane rites that transform your draconic companion into a dracolich. Your companion's draconic element becomes necrotic and it replaces its dragon creature type with undead.

As your companion ages, it does not grow as a normal dragon, but instead grows by harvesting the souls of those it has killed to craft a more powerful body.

Additionally your dracolich is immune to being charmed, exhausted, frightened, paralyzed, or poisoned.

PHYLACTERY

Also at 1st Level, when you create your dracolich, its soul is housed in an a small gemstone, known as a phylactery. Whenever your dracolich dies, its soul returns to its phylactery.

When resurrecting your dracolich, the material cost is removed due to the creature's soul being bound to the phylactery, however the time increases to 24 hours as the soul within the phylactery must recreate a new undead form to possess from the souls of the dead.

Additionally, you have advantage on the saving throw to return your dracolich to unlife. Failing the ability check to bring your dracolich back to unlife incurs only a 3 day period before you can regain spent hit dice and grants you only one level of exhaustion due to the powerful life siphoning magics of undeath.

If your dracolich dies while its phylactery is on a different plane of existence, its soul passes into the afterlife normally and you must go through the normal process to bring it back, with the exception that you must spend at least 100 gp on a gemstone to be used as a new phylactery.



BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Dracolich Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

DRACOLICH LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>bane, inflict wounds</i>
5th	<i>blindness/deafness, ray of enfeeblement</i>
9th	<i>summon undead, vampiric touch</i>
13th	<i>blight, shadow of moil</i>
17th	<i>contagion, negative energy flood</i>

SOVEREIGN OF THE DEAD

Beginning at 6th level, you and your dracolich have enough understanding of the necromantic magics of undeath to bring the dead back to life under your command. As an action your or your dracolich can raise a number of corpses equal to your proficiency bonus. These undead are raised as skeletons (*found on page 272 of the Monster Manual*), with the following changes.

- If the slain humanoid is wearing armor, the skeleton's AC matches the type of armor worn, with a -2 penalty (minimum 13).
- The skeleton uses the same weapons as the slain humanoid.
- You add your proficiency bonus to the skeleton's attack and damage rolls.

The skeletons last a number of hours equal to your Charisma modifier (minimum 1), and act immediately after the dracolich in initiative count. Once per round, you or your dracolich can use your bonus action to command the undead similar to the *animate dead* spell. If given no commands the skeletons do their best to defend themselves.

The amount of skeletons you and your dracolich can have animated at a time is equal to your proficiency bonus.

WALKING BOMB

Starting at 10th level, you and your dracolich can fill one of your undead minions with enough necromantic energy to cause it to explode. Once per turn as an action, you or your dracolich can force one of the skeletons to use its reaction to move up to its speed while feeding necromantic energy into it, causing it to burst once it completes its movement.

Each creature within 10 feet of the skeleton must make a Dexterity saving throw equal to 8 + your Charisma modifier + your proficiency bonus. On a failed save a creature takes 8d6 necrotic damage, or half as much on a successful save. Once a skeleton has exploded this way, it cannot be reanimated.

You and your dracolich can only have one walking bomb active at a time and can create a number of walking bombs equal to your proficiency bonus, regaining all uses when you finish a long rest.

MIGHT OF UNDEATH

At 14th level you and your dracolich have mastered to the arts of undeath. Whenever you or dracolich reduce a Medium or Small humanoid to 0 hit points and neither of you have any uses of the Walking Bomb feature remaining, you can use your reaction to raise the slain humanoid and immediately turn it into a walking bomb.

Once you or your dracolich uses this feature, you can't do so again until you finish a long rest.





DUSKWATCHER LEGACY

These dragons excel at stealth and shadow magic, their dracomancers relying on subtly and manipulation. Some duskwatchers travel to the shadowfell to intentionally become shadow dragons in order to increase their power further.

DUSKWATCHER LEGACY

Dracomancer Level	Feature
1st	Subtly & Subterfuge
2nd	Bonus Spells, Shadowmancy Savant
6th	Smokescreen
10th	Advanced Shadowmancy
14th	Night Haunter

SUBTLY & SUBTERFUGE

Beginning at 1st level, you and your duskwatcher are masters of subtly and subterfuge. You and your draconic companion gain proficiency in the Deception and Stealth skills if you don't already have it. Both you and your duskwatcher can use your bonus action to take the hide action.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Duskwatcher Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

DUSKWATCHER LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>cause fear, silent image</i>
5th	<i>pass without trace, shadow blade</i>
9th	<i>bestow curse, hypnotic pattern</i>
13th	<i>greater invisibility, phantasmal killer</i>
17th	<i>dream, enervation</i>

SHADOWMANCY SAVANT

Also at 2nd level, you're natural skills with shadow magic are already a cut above the rest. Whenever you cast a spell from your Bonus Spells feature, you can use your reaction to cast the spell without needing verbal or somatic components.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

SMOKESCREEN

At 6th level, your duskwatcher can use its breath weapon to obscure the battlefield. When your duskwatcher uses its breath weapon, it can instead exhale a magical cloud of black smoke that creates a 20-foot radius sphere centered on it. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If any of this smoke's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. A wind of moderate or greater speed (at least 10 miles per hour) disperses it.

While inside the smokescreen, the blindness of you and your duskwatcher expand to encompass the area, allowing you a measure of 'vision' within the darkness.

ADVANCED SHADOWMANCY

At 10th level your skill with shadow magic are second to none. You can now use your Shadowmancy Savant feature with any spell you cast instead of just the spells from your Bonus Spells feature.

NIGHT HAUNTER

At 14th level you and your duskwatcher are terrors in the night. While you or your duskwatcher are hidden, the first attack you or your duskwatcher make during your turn while hidden is automatically a critical hit.

If you instead cast a spell for the first time in a turn while hidden, the target of the spell automatically fails its first saving throw it makes against the spell.

HELLKITE LEGACY

Hellkites are aggressive dragons that excel in melee combat. Dracomancers who bond with such companions are given extensive melee combat training and often have rumors spread of their brutality.

HELLKITE LEGACY

Hellkite Legacy Level	Feature
1st	Fighting Style, Physically Aggressive
2nd	Bonus Spells
6th	Draconic Bloodlust
10th	Additional Fighting Style, Hyper Aggressive
14th	Visage of Terror

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLADE DANCER

When making a melee weapon attack roll with a weapon that deals slashing damage, you score a critical hit on a roll of 19 or 20 as long as you have advantage on the attack.

CRUSHING DOMINATOR

When you score a critical hit against a creature with a melee weapon attack that deals bludgeoning damage, that creature is knocked prone, and their speed is reduced to 0 until the end of your next turn.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

SADDLE WARRIOR

While you are mounted on a creature, once per turn you can choose to gain advantage on one attack roll you make that turn.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

VICIOUS LANCER

When you hit a creature with a melee weapon attack that deals piercing damage, if you roll the maximum result for at least one of the damage dice for that weapon, the target creature's AC is reduced by 1 until the start of your next turn. A creature's AC can't be reduced in this way more than twice.



PHYSICALLY AGGRESSIVE

Also at 1st level, your draconic companion excels at tearing your foes to pieces. Your hellkite's attacks gain the following benefits

BITE

Your hellkite's bite attack scores a critical hit on a roll of 19-20.

CLAW

Whenever your hellkite hits a creature with a claw attack, if that attack used its bonus action, it can use its reaction to make another claw attack.

TAIL

Whenever your hellkite hits a creature with a tail attack, it can push it back 5 feet.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Hellkite Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

HELLKITE LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>hunter's mark, zephyr strike</i>
5th	<i>branding smite, hellkite's wing buffet*</i>
9th	<i>fear, haste</i>
13th	<i>freedom of movement, slayer's cyclone*</i>
17th	<i>destructive wave, skill empowerment</i>

DRACONIC BLOODLUST

At 6th level, your hellkite's ferocity grows more aggressive with each kill. Whenever your draconic companion scores a critical hit, or drops a creature to 0 hit points, it gains temporary hit points equal to your dracomancer level. It can then move up to its walking speed towards another hostile creature.

ADDITIONAL FIGHTING STYLE

Beginning at 10th level, you have mastered martial combat. You can choose a second option from the Fighting Style class feature.

HYPER AGGRESSIVE

Also at 10th level, your draconic companion's aggressive nature rends your foes to ribbons. Your hellkites attack gain the following benefits.

BITE

Creature's grappled in your hellkite's jaws have disadvantage on saving throws made to escape the grapple.

CLAW

Whenever your hellkite makes at least three claw attacks in a single turn it can use its Frightful Presence as part of the last attack.

TAIL

Whenever your hellkite hits a creature with a tail attack, its speed is reduced to 0 until the end of its next turn.

VISAGE OF TERROR

At 14th level, your draconic companion's aggression strikes terror into the hearts of others. Creatures have disadvantage on saving throws made against your hellkite's frightful presence. When a creature fails a saving throw against your hellkite's frightful presence, its speed is reduced to 0 until it succeeds on the save, or the effect ends.



SOLAR HALO LEGACY

Due to their social nature, solhalysis dragons make excellent companions for any adventurer, however Knights who bond with these unique dragons find themselves with a deep psychic connection unlike any other.

Prerequisite: Only a dracomancer with a Solhalysis draconic companion can take this archetype.

SOLAR HALO LEGACY

Solar Halo Legacy Level	Feature
1st	Psychic Bond, Solar Heat
2nd	Bonus Spells
6th	Coronal Ejection
10th	Psychic Symbiosis
14th	Omniscient Bond

PSYCHIC BOND

Beginning at 3rd level you and your draconic companion have an unbreakable psychic connection. As long as you are on the same plane of existence, you and your solhalysis dragon always known the exact location of each other.

Additionally, you and your solhalysis dragon have a telepathic connection. As long as you are within 300 feet of your draconic companion, you can speak telepathically to each other.

SOLAR HEAT

Also at 1st level, The sheer amount of heat your solhalysis dragon gives off instantly burns those that touch it. Whenever your draconic companion is hit by a melee weapon attack using natural weapons such as the bite of a wolf, or the punch from a monk, the target takes fire damage equal to your proficiency bonus. A creature that grapples or is grappled by the solhalysis dragon takes the damage when the grapple is initiated and at the start of their turn while they are grappled.

Additionally, due to your bond, you and your draconic companion are immune to fire and radiant damage that originate from your solhalysis dragon, and your draconic companion is resistant to radiant damage.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Solar Halo Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

SOLAR HALO LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>guiding bolt, hellish rebuke</i>
5th	<i>detect thoughts, mind spike</i>
9th	<i>fireball, sending</i>
13th	<i>confusion, wall of fire</i>
17th	<i>flame strike, rary's telepathic bond</i>

CORONAL EJECTION

Starting at 6th level, your companion has learned how to vent excess energy it has stored up, and is capable of using it as a weapon. When your solhalysis dragon uses its breath weapon, it can instead create a brief destructive field of radiant energy around it.

This attack creates a 10-foot radius sphere centered on the solhalysis dragon. Creatures within the field must make a Constitution saving throw equal to your proficiency bonus + your draconic companion's Constitution modifier. Each creature in the area takes radiant damage equal to your dragon's breath weapon.

PSYCHIC SYMBIOSIS

Beginning at 10th level, your psychic connection you share with your solhalysis dragon further grows. You and your draconic companion gain resistance to psychic damage.

Additionally, as long as your dragon is within 60 feet of you, it can use its reaction to give you advantage on your next saving throw before the beginning of its next turn.

It can use the feature a number of times equal to your proficiency bonus, and regains all uses when you finish a long rest.

OMNISCIENT BOND

At 14th level, the psychic connection between you and your draconic companion has become so strong it is akin to a shared hive mind. Both you and your solhalysis dragon share all immunities and resistances, and you both gain immunity to psychic damage.

Additionally, Whenever you or your draconic companion succeeds on a saving throw, the other may use their reaction to make a saving throw with advantage, if you or your solhalysis dragon are making the save against the same effect.

WHAT ARE SOLHALYSIS DRAGONS ANYWAY?

Solhalysis dragons are a custom dragon species I created years ago for one of my fantasy worlds. I grew way to attached to them as a species and expanded on their mythos by creating D&D dragons for them for both 4th Edition and 5th Edition. You can find the statblocks and lore for them [here](#).

WARDSCALE LEGACY

Dracomancers who wish to help those that aid them often join special battlefield corps dedicated to healing magic. These mages and their dragons learn that defeating your foes is only part of how a battle is won.

WARDSCALE LEGACY

Wardscale Legacy Level	Feature
1st	Battlefield Medic, Wardscale Protection
2nd	Bonus Spells
6th	Restorative Exhalation
10th	Advanced Restoration
14th	Regenerative Aura

BATTLEFIELD MEDIC

Starting at 1st level you and your draconic companion have learned how to keep the wounded alive under pressure. You gain proficiency with the healer's kit if you don't have it already.

As an action, you can spend one use of a healer's kit to restore hit points to a wounded creature. The amount healed is a number of d4 equal to your proficiency bonus + your Charisma modifier. A creature can be healed this way a number of times per long rest equal to half your proficiency bonus.

WARDSCALE PROTECTION

Also at 1st level, your draconic companion's protective nature allow it guard your allies. As a bonus action, your wardscale can take up a defensive stance. While in this stance, its speed is reduced to 0 and each creature of its choice within 5 feet of it have half cover.

As your wardscale grows in size, so does its defensive capabilities. While your wardscale is Large or larger, the effect is increased to three-quarters cover.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Wardscale Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

WARDSCALE LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>bless, sanctuary</i>
5th	<i>aid, lesser restoration</i>
9th	<i>beacon of hope, mass cure wounds</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>greater restoration, raise dead</i>

RESTORATIVE EXHALATION

At 6th level, your wardscale's breath is charged with positive energy, giving it the ability to bolster allies instead of felling enemies. When your wardscale uses its breath weapon, it can choose to heal rather than harm. When it does, creatures of its choice within the area of the exhalation gain temporary hit points equal to the damage that would normally be dealt.

Once you've used this feature, you can't do so again until you finish a long rest.

ADVANCED RESTORATION

Beginning at 10th level, your draconic companion's restorative breath can cure and revitalize those in its area of effect. Your wardscale's restorative exhalation removes the blinded, deafened, paralyzed, poisoned, and stunned conditions from creatures within its area of effect. The breath can also reduce a creature's level of exhaustion by 1.

Additionally, you and your wardscale are immune to the poison and disease conditions.

REGENERATIVE AURA

Starting at 14th level, you and your draconic companion are immersed the the restorative magics that it uses to heal others. Your wardscale regains hit points equal to its Constitution modifier at the start of its turn as long as it has at least 1 hit point, and you gain this benefit as long as you are within 5 feet of your wardscale and have at least 1 hit point.



WARKITE LEGACY

Proud and powerful, warkites are dragons who are built for mounted combat and battlefield support. Dracomancers who ride warkites are often called 'dragon knights.' These dracomancers offer their services as specialized battlefield commanders to various kingdoms and are generally seen as paragons of order.

WARKITE LEGACY

Warkite Legacy Level	Feature
1st	Fighting Style, Powerfully Built
2nd	Bonus Spells
6th	Rallying Roar
10th	Demanding Presence
14th	Warkite's Blessing

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SADDLE WARRIOR

While you are mounted on a creature, once per turn you can choose to gain advantage on one attack roll you make that turn.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

POWERFULLY BUILT

Also at 1st level, your companion's stocky build is suited for extra weight. Your draconic companion counts as one size larger when determining its carrying weight and the weight it can push, drag, or lift. Because of its build, your draconic companion can be used as a mount at Medium size without issue.

If you fall from your warkite while in the air, it can use its reaction to catch you and you can immediately return to the saddle.

BONUS SPELLS

At 2nd level, you learn additional spells when you reach certain levels in this class, as shown in the Warkite Legacy Spells table. These spells counts as dracomancer spells for you, but don't count against the number of dracomancer spells you know.

WARKITE LEGACY SPELLS

Dracomancer Level	Spell
2nd	<i>heroism, thunderous smite</i>
5th	<i>shatter, warding bond</i>
9th	<i>crusader's mantle, life transference</i>
13th	<i>locate creature, dominate beast</i>
17th	<i>circle of power, hold monster</i>

RALLYING ROAR

Starting at 6th level, the warkite's mighty roar embolden's allies to victory. When your draconic companion uses its breath weapon, it can instead let loose a mighty roar. When it does, choose a number of creatures within 60 feet of you that can hear the roar, up to a number equal to your companion's Charisma modifier (minimum 1). Each of them gains temporary hit points equal to half your dracomancer level. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

DEMANDING PRESENCE

At 10th level, you and your warkite fight in tandem to protect those around you. While both you and your draconic companion are within 5 feet of each other, creatures within 10 feet of you have disadvantage on any attack roll that doesn't target you or your warkite.

WARKITE'S BLESSING

Beginning at 14th level, you can share your beneficial magics with your warkite. Whenever you cast a spell that targets an ally that isn't your warkite, you can choose to have that spell also affect your warkite as long as it is within range of the spell.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

DRACOMANCER SPELL LIST

The expanded spell list with the homebrew spells used for the archetype bonus spells can be found in the book

[Shadowheart Apocrypha: Spells.](#)

1ST LEVEL

Absorb Elements
Burning Hands
Cause Fear
Charm Person
Chromatic Orb
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Feather Fall
Ice Knife
Identify
Ray of Sickness
Searing Smite
Shield
Thunderwave

2ND LEVEL

Alter Self
Arcane Lock

Blur
Branding Smite
Calm Emotions
Detect Thoughts
Dragon's Breath
Enlarge/Reduce
Gust of Wind
Hold Person
Levitate
Melf's Acid Arrow
Nathair's Mischief
Rime's Binding Ice
Scorching Ray

3RD LEVEL

Ashardalon's Stride
Blinding Smite
Clairvoyance
Dispel Magic
Elemental Weapon
Fear

Fireball
Fly
Glyph of Warding
Haste
Lightning Bolt
Magic Circle
Protection from Energy
Pulse Wave
Slow

4TH LEVEL

Arcane Eye
Charm Monster
Confusion
Compulsion
Elemental Bane
Dimension Door
Dominate Beast
Fire Shield
Ice Storm
Polymorph

Raulothim's Psychic Lance
Secret Chest
Staggering Smite
Storm Sphere
Wall of Fire

5TH LEVEL

Banishing Smite
Bigby's Hand
Cloudkill
Cone of Cold
Control Winds
Dominate Person
Dream
Hold Monster
Legend Lore
Modify Memory
Seeming
Steel Wind Strike
Summon Draconic Spirit
Synaptic Static



MALEDICTOR



dragonborn clutching a vicious battleaxe waves a hand, the charging orc marauder staggers as lethargy overtakes him. A silver filigree collar forms around his neck, glowing as the dragonborn swings his axe, cleaving the orc's skull in twain.

Clad in black armor, the tiefling chants under her breath, forming a glowing purple sigil on her breast. Strength increases, reflexes heighten. The tiefling cackles and she wades into the fray, cutting down bandits one by one.

The massive red dragon lands with grace as it taunts the elf before it. The elf traces a fiery insignia in the air and it appears over the dragon's heart. With a flash, the red dragon is engulfed in flames, shrieking in surprise at the effectiveness of the fire.

A dwarf slides behind cover and looks over the body of his fallen human comrade, a radiant halo surrounding his head. He places a hand on the dead body and the halo explodes, jolting the human back to life. As the human sits up, the dwarf chants a spell reinvigorating his ally.

In the shadows of the tavern, a pureblood looks on as a fight breaks out, her hobgoblin target among them. With a whisper a wispy aura surrounds the hobgoblin and she siphons off knowledge of his capabilities while he faces off against the drunkards at the bar.

With a mighty roar the goliath raises his hands to the air and a pillar of intricately stacked skulls bursts forth from the ground. The charging goblins around the skull totem fumble and fall as the goliath charges at them.

MELEE AND MAGIC

Maledictors hybridize the art of casting spells with the ferocity of melee combat. Most of these powerful warriors began their career as fighters that discovered their magical talents later in life, while others who were adept at spellcraft found that a sword fit their hand just as well.

Because of their martial nature, maledictors prefer more of a utility aspect to their magic, choosing to disorient the enemy with spells and then handle them with physical weapons.

WEAVERS OF CURSES

The maledictor's brand is a special curse learned from their arcane training. This curse is their legacy and it is one that they will expand to fit their needs for as long as they draw breath. The brand itself can only be physically seen by the maledictor and those they wish to reveal it to, but its effects on those it curses are far more real than some simple illusion.

The curse itself causes various physical debilitations depending on how the maledictor has shaped it over the years, and its power grows stronger with the maledictor. Unlike most spells, the maledictor's curse is malleable allowing them to fit into the role they wish to play on the battlefield.



THE MALEDICTOR

Level	Proficiency Bonus	Features	Brand Die	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Brand	—	—	—	—	—	—	—
2nd	+2	Spellcasting, Arcane Detonation, Fighting Style	d6	2	2	—	—	—	—
3rd	+2	Brandshaper	d6	3	3	—	—	—	—
4th	+2	Ability Score Improvement	d6	3	3	—	—	—	—
5th	+3	Extra Attack	d6	4	4	2	—	—	—
6th	+3	Brandshaper Feature	d8	4	4	2	—	—	—
7th	+3	Curse Jumper	d8	5	4	3	—	—	—
8th	+3	Ability Score Improvement	d8	5	4	3	—	—	—
9th	+4	—	d8	6	4	3	2	—	—
10th	+4	Brandshaper Feature	d10	6	4	3	2	—	—
11th	+4	Cursebinder (2)	d10	7	4	3	3	—	—
12th	+4	Ability Score Improvement	d10	7	4	3	3	—	—
13th	+5	—	d10	8	4	3	3	1	—
14th	+5	Brandshaper Feature	d12	8	4	3	3	1	—
15th	+5	Cursebinder (3)	d12	9	4	3	3	2	—
16th	+5	Ability Score Improvement	d12	9	4	3	3	2	—
17th	+6	—	d12	10	4	3	3	3	1
18th	+6	Cursebinder (4)	d12	10	4	3	3	3	1
19th	+6	Ability Score Improvement	d12	11	4	3	3	3	2
20th	+6	Hexmage	d12	11	4	3	3	3	2

CLASS FEATURES

As a maledictor, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Maledictor Level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Maledictor Level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Athletics, History, Insight, Intimidation, Medicine, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Chain mail and an arcane focus

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 5d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the maledictor class, you must met these prerequisites: Strength 13 and Intelligence 13.

Proficiencies. When you multiclass into the maledictor class, you gain the following proficiencies: Light armor and simple weapons.

BRAND

Beginning at 1st level you learn to use a special curse known as a brand. As a bonus action you curse a creature within 60 feet of you with your brand, which only you and those you choose can see. While branded, the targets speed is reduced by 10 feet, and suffers a penalty to weapon attack rolls equal to your proficiency bonus.

If a feature causes your brand to deal damage to a creature, the damage is considered magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

The brand lasts for 1 minute. It ends early if you are reduced to 0 hit points, the target is reduced to 0 hit points, or you are incapacitated. When you consume a brand, it is removed from the target and your brand's afflictions are nullified.

You can only curse one creature at a time in this way, and a creature can only be affected by one brand at a time. You can use your Brand a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

BRAND AESTHETICS

How you manifest your brand on your enemies is up to you. The most common brand is usually a large glowing sigil on the chest or forehead of the target. But perhaps your brand is an aura that flows around the creature, or a mystical collar that encloses around their neck. While these aesthetics have no mechanical benefit, a little bit of flair goes a long way!

SPELLCASTING

By the time you reach 2nd level, you have learned to use the arcane essence of the world to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the maledictor spell list.

SPELL SLOTS

The maledictor table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *absorb elements* and have a 1st-level and a 2nd-level spell slot available, you can cast *absorb elements* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the maledictor spell list.

The Spells Known column of the maledictor table shows when you learn more maledictor spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the maledictor spells you know and replace it with another spell from the maledictor spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your maledictor spells, since your magic is drawn from the arcane energies of the weave. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a maledictor spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your maledictor spells.

ARCANE DETONATION

Starting at 2nd level, you can overload your brand with arcane energy causing it to explode. As an action, you can consume your brand and expend one maledictor spell slot to deal force damage to the target. The damage is 1d6 + your Intelligence modifier for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, up to maximum of 5d6 + your Intelligence modifier.

The damage die increases as you gain levels in this class, as shown in the Brand Die column of the Maledictor table.

FIGHTING STYLE

Also at 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

BLADE DANCER

When making a melee weapon attack roll with a weapon that deals slashing damage, you score a critical hit on a roll of 19 or 20 as long as you have advantage on the attack.

VICIOUS LANCER

When you hit a creature with a melee weapon attack that deals piercing damage, if you roll the maximum result for at least one of the damage dice for that weapon, the target creature's AC is reduced by 1 until the start of your next turn. A creature's AC can't be reduced in this way more than twice.

CRUSHING DOMINATOR

When you score a critical hit against a creature with a melee weapon attack that deals bludgeoning damage, that creature is knocked prone, and their speed is reduced to 0 until the end of your next turn.

BRANDSHAPER

At 3rd level you hone your skills and learn how to manipulate your brand in powerful ways. Choose Arcane Ravager, Blackguard, Foreunner, Hierophant, Runebinder, or Thaumaturgist. The archetype you choose grants you features at 3rd level, and again at 6th, 10th, and 14th level.

BRANDSHAPER SPELLS

Each brandshaper has a list of associated spells. You gain access to these spells at the levels specified in the brandshaper description. These spells don't count against the number of maledictor spells you know. You also cannot replace them when you increase in level.

If you gain a brandshaper spell that doesn't appear on the maledictor spell list, the spell is nonetheless a maledictor spell for you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

CURSE JUMPER

At 7th level your control over your brand expands, allowing you to move it from target to target. Whenever a branded creature within 60 feet of you drops to 0 hit points before the brand's duration ends, you can use a bonus action on a subsequent turn to move the brand to another creature within range without consuming it.

CURSEBINDER

At 11th level your mastery of your brand allows you to curse multiple targets. You can now have two brands active simultaneously as long as they are not on the same creature.

The number of simultaneous brands you can have active increases to 3 at 16th level, and to 4 at 18th level.

HEXMAGE

At 20th level, you have mastered the art of cursing foes with your brand. When you roll initiative and have no uses of your curse left, you regain a number of brand uses equal to half your Intelligence modifier (minimum 1).

BRANDSHAPER ARCHETYPES

ARCANE RAVAGER

Arcane Ravagers are maledictors who have chosen not to alter how their curse works, but to instead perfect their mix of martial and arcane practices with their brand.

ARCANE RAVAGER FEATURES

Maledictor Level	Feature
3	Bonus Cantrip, Brandshaper Spells, Ravager's Curse
6	Brand Infusion
10	Arcane Dominion
14	Curse of the Weave

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn the *booming blade* cantrip if you don't already know it.

BRANDSHAPER SPELLS

You gain brandshaper spells at the maledictor levels listed in the Arcane Ravager Spells table.

ARCANE RAVAGER SPELLS

Maledictor Level	Spell
3rd	<i>absorb elements, shield</i>
5th	<i>hold person, mirror image</i>
9th	<i>bestow curse, haste</i>
13th	<i>confusion, elemental bane</i>
17th	<i>circle of power, far step</i>

RAVAGER'S CURSE

Also at 3rd level, your curse adapts, granting your brand a new affliction. Branded creatures have disadvantage on saving throws made against the first spell you cast in a turn.

BRAND INFUSION

Starting at 6th level, the magic of your brand resonates through your weapon. Whenever you hit a creature with a melee weapon attack that is cursed by your Brand feature, you can use your bonus action to deal force damage to the creature. The extra damage equals your Brand die.

ARCANE DOMINION

At 10th level, the curse of your brand reacts violently to its host when your spellcasting is interrupted, allowing you to better maintain your composure. If an attack made by the target of your brand forces you to make a Constitution saving throw made to maintain concentration on a spell, you can add your Intelligence bonus to the roll.

Once you use this feature, you can't do so again until you finish a short or long rest.

CURSE OF THE WEAVE

Beginning at 14th level, you've mastered the art of returning the magic of your brands to your body. When you reduce a creature affected by your Brand feature to 0 hit points, you can use a bonus action to regain one of your maledictor spell slots.

You can use this feature a number of times equal to your Intelligence modifier (minimum once). You regain all expended uses when you finish a long rest.



BLACKGUARD

Blackguards are powerful maledictors who have turned to the dark arts to become stronger. These once noble warriors now infuse their body and soul with vile energies that change their brand into grotesque mutations, granting them immense power.

BLACKGUARD FEATURES

Maledictor Level	Feature
3	Bonus Cantrip, Brandshaper Spells, Blackguard's Curse
6	Arcane Necrosis
10	Harvest Essence
14	Permanent Mutation

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn the *chill touch* cantrip if you don't already know it.

BRANDSHAPER SPELLS

You gain brandshaper spells at the maledictor levels listed in the Blackguard Spells table.

BLACKGUARD SPELLS

Maledictor Level	Spell
3rd	<i>bane, ray of sickness</i>
5th	<i>blindness/deafness, shadow blade</i>
9th	<i>fear, vampiric touch</i>
13th	<i>blight, shadow of moil</i>
17th	<i>negative energy flood, steel wind strike</i>

BLACKGUARD'S CURSE

Also at 3rd level, you discover the benefits of branding yourself. With this knowledge, you alter the curse to temporarily mutate your body to suit your own needs. When choosing a target for your brand, you can choose to brand yourself instead of another creature.

Whenever you curse yourself with your brand, pick one option from the Mutations listed below. While you are cursed in this way, you gain the benefits of one mutation of your choice and you ignore the usual effects of your Brand feature. When your Brand ends, the chosen mutation also ends. You can choose a different mutation each time you curse yourself with your brand.

MUTATIONS

The mutations are presented in alphabetical order.

Carapace. Your skin hardens, granting you some protection from enemy attacks. Your AC is increased by 1.

Claws Your fingers grows in to sharp claws that can be used as weapons or to climb vertical surfaces. Your unarmed strikes become weapon attacks, and deal slashing damage equal to 1d6 + your Strength modifier slashing damage, and you have a climb speed equal to your walking speed.

Gills. Shallow slits form along your neck, allowing you aquatic adaptability. You gain a swim speed equal to your walking speed, and you can breathe underwater.

Ethereal Sight. Your eyes form twisted visages to allow you better vision. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range is increased by 30 feet. In addition, your darkvision allows you to see in magical darkness.

Reflexes Your perception enhances and your body reacts quicker. When you make a melee weapon attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Tendrils. Your arms become more akin to tentacles, able to stretch and twist. When you make a melee attack, your reach for it is 5 feet greater than usual.

Wings. You sprout massive leathery wings, allowing you to take to the skies. You gain a fly speed equal to your walking speed. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

ARCANE NECROSIS

Starting at 6th level, you can channel the necrotic energies of your brand through your weapon. When you hit a creature with a melee weapon attack, if you or the target is branded, you may use your bonus action to deal necrotic damage equal to a roll of one brand die. This damage cannot be reduced in any way

HARVEST ESSENCE

At 10th level, you can use your brand to siphon the energy it has stored in order to stave off death. If you are reduced to 0 hit points while cursed by your brand, you choose to roll a brand die. When you do, and you instead are reduced to a number of hit points equal to the number rolled, and your brand ends.

Starting at 11th level, you can also choose to end the brand of a creature within 30 feet of you that you can see to double the number rolled. At 14th level, your brand does not end when you use this feature.

Once you've used this feature, you can't do so again until you finish a long rest.

PERMANENT MUTATION

At 14th level, you learn how to infuse your brand's magic into yourself. You perform a 1 minute ritual, during which you curse yourself with a special brand. This brand does not count against the maximum number of brands you can have active at once, and can't be ended by any means. You can only have one of these permanent brands.

Additionally, when you complete the ritual, choose two mutations instead of one. You retain the benefits of the chosen mutations permanently.



FORERUNNER

Forerunners are maledictors who have studied the oldest of elemental magics, absorbing primordial energies of the world's first days in order to harvest and use pure elemental power.

FORERUNNER FEATURES

Maledictor Level	Feature
3	Elemental Attunement, Bonus Cantrip, Brandshaper Spells, Forerunner's Curse
6	Primordial Hex
10	Mold Elements
14	Primordial Detonation

ELEMENTAL ATTUNEMENT

Beginning at 3rd level, your magic takes on an element that fuels your magic. Choose from Air, Earth, Fire, or Water. Your chosen element determines several aspects of this archetype, including changing the damage type of your brand, what bonus spells you receive, as well as how your features work.

BRAND ATTUNEMENT

Element	Brand Damage
Air	Lightning
Earth	Poison
Fire	Fire
Water	Cold

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn a cantrip determined by the element you are attuned to.

BRANDSHAPER SPELLS

You gain brandshaper spells at the maledictor Levels listed, what spells you learn is determined by the element you are attuned to.

AIR SPELLS

Maledictor Level	Spell
Cantrip	<i>shocking grasp</i>
3rd	<i>fog cloud, witch bolt</i>
5th	<i>dust devil, levitate</i>
9th	<i>call lightning, gaseous form</i>
13th	<i>freedom of movement, storm sphere</i>
17th	<i>control winds, destructive wave</i>

EARTH SPELLS

Maledictor Level	Spell
Cantrip	<i>poison spray</i>
3rd	<i>earth tremor, entangle</i>
5th	<i>barkskin, protection from poison</i>
9th	<i>erupting earth, meld into stone</i>
13th	<i>freedom of movement, stone shape</i>
17th	<i>transmute rock, tree stride</i>

FIRE SPELLS

Maledictor Level	Spell
Cantrip	<i>fire bolt</i>
3rd	<i>burning hands, faerie fire</i>
5th	<i>flaming sphere, heat metal</i>
9th	<i>daylight, melf's minute meteors</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>dawn, immolation</i>

WATER SPELLS

Maledictor Level	Spell
Cantrip	<i>ray of frost</i>
3rd	<i>create or destroy water, frost fingers</i>
5th	<i>misty step, snilloc's snowball swarm</i>
9th	<i>sleet storm, tidal wave</i>
13th	<i>control water, ice storm</i>
17th	<i>bigby's hand, maelstrom</i>



FORERUNNER'S CURSE

Also at 3rd level your attunement to the elements alters how your curse functions when you consume a brand with your arcane detonation feature.

Air. When you use your arcane detonation feature on a branded creature, a wild twister swirls around them during the detonation. A friendly creature of your choice within 5 feet of the target can use its reaction to move up to its speed without provoking an attack of opportunity from the target.

Earth. When you use your arcane detonation feature on a branded creature, the ground beneath them erupts causing them to lose their footing. The target is knocked prone.

Fire. When you use your arcane detonation feature on a branded creature, the creature is bathed in searing light. The target is blinded until the end of your next turn.

Water. When you use your arcane detonation feature on a branded creature, a layer of frost coats their body. Until the end of your next turn, the target can't take reactions and its movement is reduced by 10 feet.

PRIMORDIAL HEX

At 6th level the primordial power within you seeps into your spells. When you cast the cantrip granted by your expanded spells feature targeting a branded creature, you can use a bonus action to roll one of your brand die to deal additional damage to the target without consuming the brand. The damage type is determined by your elemental attunement.

MOLD ELEMENTS

Beginning at 10th level, you can consume a brand to fill a creature with primordial energy in order to substantially weaken it. As an action you can consume a brand on a creature you have cursed with it. That creature gains vulnerability to the damage type of chosen elemental attunement for 1 minute. If the creature is immune to the damage type, it loses the immunity and gains resistance to the damage type instead. If the creature is resistant to the damage type, it loses its resistance instead.

Once you've used this feature, you can't do so again until you finish a long rest.

PRIMORDIAL DETONATION

Starting at 14th level, the primordial energy of your spells overloads your brands. Whenever you hit a branded creature with a spell attack or it fails a saving throw against a spell you cast, you may use your arcane detonation feature without expending a spell slot. When used in this manner, the number of brand dice for this detonation is equal to half the spells level, rounded up.



HIEROPHANT

Hierophants are righteous maledictors who have learned to use semi-divine power to turn their brand from a curse into a blessing.

HIEROPHANT FEATURES

Maledictor Level	Feature
3	Bonus Cantrip, Expanded Spells, Hierophant's Glyph
6	Radiant Protector
10	Hierophant's Grace
14	Armor of Enchantment

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn the *sacred flame* cantrip if you don't already know it.

EXPANDED SPELLS

You gain brandshaper spells at the maledictor levels listed in the Hierophant Spells table.

HIEROPHANT SPELLS

Maledictor Level	Spell
3rd	<i>bless, guiding bolt</i>
5th	<i>calm emotions, zone of truth</i>
9th	<i>beacon of hope, revivify</i>
13th	<i>aura of purity, death ward</i>
17th	<i>flame strike, greater restoration</i>

HIEROPHANT'S GLYPH

At 3rd level your training has fundamentally altered your brand. It has gone from a cursed brand to a enchanted glyph of restorative magic. Your brand is now a glyph, and afflictions are now blessings. This transformation radically alters several features of the maledictor class, detailed below.

With your glyph, you lose access to your afflictions. Instead, at the beginning of the enchanted creature's turn, if they have no temporary hit points, they gain temporary hit points equal to your level + your intelligence modifier. These temporary hit points last for 1 minute.

This transformation alters features of the maledictor class, detailed below.

ARCANE DETONATION

You deal no damage when you detonate your glyphs. As an action, you can consume your glyph and expend one maledictor spell slot to heal the target that is missing hit points. The amount healed is 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, up to maximum of 5d6.

This healing increases as you gain levels in this class, as shown in the maledictor class table.

CURSE JUMPER

When a friendly creature drops below half its hit point maximum, you can use your bonus action on a subsequent turn to move the glyph from its current target to the specified creature. The new target automatically gains half of the temporary hit points granted by your Hierophant's Glyph.

RADIANT PROTECTOR

Starting at 6th level, you can channel the power of your glyph through the weapon of those it enchants. Whenever an enchanted creature hits a target with a melee weapon attack, as a reaction you can roll one of your brand die to deal additional radiant damage to the target without consuming the brand.

HIEROPHANT'S GRACE

At 10th level, you can use your glyph's restorative power to stave off death. Whenever a creature within 30 feet of you enchanted by your glyph drops to 0 hit points for the first time in a turn, you can use your reaction to consume the glyph. When you do, roll one of your brand die. The creature regains that many hit points + your Intelligence modifier (minimum 1).

Once you've used this feature, you can't do so again until you finish a short or long long rest.

ARMOR OF ENCHANTMENT

Beginning at 14th level, your glyphs armor those they protect. While a creature is enchanted with a glyph, it has resistance to nonmagical bludgeoning, piercing, and slashing damage.

RUNEBINDER

Runebinders are maledictors who use their curse to bind their enemies abilities to themselves. They are masters of manipulation and savvy arcane thieves.

RUNEBINDER FEATURES

Maledictor Level	Feature
3	Bonus Cantrip, Bonus Proficiencies, Expanded Spells, Runebinder's Curse
6	Combatant's Hex
10	Arcane Mimic
14	Spell Siphon

BONUS PROFICIENCIES

Beginning at 3rd level, your training as runekeeper grants you proficiency with the forgery kit.

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn the *minor illusion* cantrip if you don't already know it.

EXPANDED SPELLS

You gain brandshaper spells at the maledictor levels listed in the Runekeeper Spells table.

RUNEBINDER SPELLS

Maledictor Level	Spell
3rd	<i>charm person, disguise self</i>
5th	<i>enthrall, phantasmal force</i>
9th	<i>enemies abound, hypnotic pattern</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>dream, seeming</i>

RUNEBINDER'S CURSE

At 3rd level, your brand siphons the knowledge and power from your enemies and grants it to you. As an action you can learn what skills a branded creature is proficient in, if any.

If you are not already proficient in one of those skills, you may choose to temporarily gain proficiency in one of them for 8 hours. If you are proficient in one of them, you can choose to double your proficiency bonus for that skill for 8 hours instead.

COMBATANT'S HEX

At 6th level the magic of your brand enchants your weapon with that of your enemy. As an action, you can make a Wisdom (Insight) check to try and learn the damage dice of one attack made by a branded creature. The DC for this check is equal to the creature's CR + half your level.

On a success, the brand infuses a melee weapon you are wielding with the same power. Until the end of your next turn, your weapon's damage dice change to the same as the learned attack.

ARCANE MIMIC

Starting at 10th level feature, your brand harnesses a creature's natural capabilities and passes them on to you. As an action, you learn one of the branded creature's senses, languages or any special traits they may have, such as a wolf's pack tactics. The DM determines what you discover. Once learned, you can consume your brand on that creature to gain the learned trait for 1 hour.

In order to use a creature's special trait, you must be able to perform the actions required. For instance, a character without a fly speed cannot use a Giant Owl's flyby trait, where as a character with a fly speed could.

Once you've used this feature, you can't do so again until you finish a long rest.

SPELL SIPHON

Beginning at 14th level, your curse is capable of copying the spells of those its brands. Whenever a branded creature casts a spell, you know the name of the spell and its school of magic.

As a reaction to a spell being cast by a branded creature, you can consume the brand to replace one of your spells known with the spell cast by the branded creature. The copied spell must be of a spell level you can cast and must replace a spell of the same level. The copied spell lasts until you finish a long rest, the magic then fades away and the spell you chose to replace returns to your spell list.

If the spell copied is from the maledictor spell list, you can make an Arcana check with a DC equal to 10 + the spell's level. On a success, you may permanently use the copied spell at the cost of losing the spell you replaced it with.

Once you've used this feature, you can't do so again until you finish a long rest.



THAUMATURGIST

Thaumaturgists are maledictors who are in tune with the flow of the natural world. They have transformed their curse into a runic totem that expands its influence over the battlefield. In the same vein, the Thaumaturgist uses this magic to summon both living creatures and spiritual entities.

THAUMATURGIST FEATURES

Maledictor Level	Feature
3	Bonus Cantrip, Expanded Spells, Thaumaturgist's Totem
6	Totemic Infusion
10	Invigorating Detonation
14	Totem Master

BONUS CANTRIP

When you choose this archetype at 3rd level, you learn the *infestation* cantrip if you don't already know it.

EXPANDED SPELLS

You gain brandshaper spells at the maledictor levels listed in the Thaumaturgist Spells table.

THAUMATURGIST SPELLS

Maledictor Level	Spell
3rd	<i>ensnaring strike, unseen servant</i>
5th	<i>healing spirit, web</i>
9th	<i>conjure animals, spirit guardians</i>
13th	<i>charm monster, faithful hound</i>
17th	<i>insect plague, wrath of nature</i>

THAUMATURGIST'S TOTEM

At 3rd level, you have used the magic of the world to shift your curse into a physical object known as a totem. As a bonus action you place the totem in an unoccupied space within 60 feet of you. The totem is considered a medium size object with an AC of 10 + your proficiency bonus + Intelligence modifier and has hit points equal to twice your Maledictor Level + your Intelligence modifier. The totem is immune to all conditions, poison damage, psychic damage, and has resistance to all other damage types. Since the totem is now a physical object in the world, it is now visible for all to see.

When you place the totem, it creates an aura that is a 15-foot radius sphere centered on it. Whenever a creature enters the aura for the first time, or starts its turn there, you can choose to force it to make a Constitution saving throw equal to your spell save DC. On a failure, the creature suffers all afflictions your brand would normally bestow upon it. At the end of each of the afflicted creature's subsequent turns, it can make the save again, ending the effect on a success.

On a successful save, the creature is immune to the totem's afflictions for as long as it remains in the aura. If the creature leaves the aura and later enters it again, it must make the save again. If a creature succeeds on the saving throw by 5 or more, it is immune to the totem's afflictions for 24 hours. When a creature leaves the totem's aura, it automatically loses all afflictions.

The totem alters how several of your maledictor class features work, detailed below.

ARCANE DETONATION

When you choose to detonate a totem, it explodes as a normal brand would. However when it does, each creature within the totem's aura must make a Dexterity saving throw equal to your spell save DC. Creatures that fail this saving throw take the damage as they would normally with this feature.

CURSE JUMPER

While there are no creatures within the aura of your totem, you can use your bonus action to teleport the totem within 5 feet of a hostile creature.

CURSEBINDER

You gain one additional totem, but do not get more at higher levels.

TOTEMIC INFUSION

Starting at 6th level, your totem empowers you and your allies strikes. Whenever a friendly creature hits a hostile creature with a melee weapon attack, if the target is within the totem's aura, you can use your reaction to roll one of your brand die to deal additional force damage to the target without consuming the totem.

INVIGORATING DETONATION

At 10th level you can use your totem's life energy to invigorate your allies. As an action you can consume your totem, granting all friendly creatures within its aura advantage on attack rolls, ability checks, and saving throws until the end of your next turn. If you have multiple allies in different totem auras, you may consume those totems as well.

Once you've used this feature, you can't do so again until you finish a short or long rest.

TOTEM MASTER

Beginning at 14th level, your totem strengthens with your connection to the world. Your totem's aura increases to a 30-foot radius sphere, and its hit points are equal to three times your Maledictor Level + twice your Intelligence modifier.



SPELL LIST

The expanded spell list with the homebrew spells used for the archetype bonus spells can be found in the book

[*Shadowheart Apocrypha: Spells*](#).

1ST LEVEL

Absorb Elements
Alarm
Cause Fear
Command
Comprehend languages
Detect Magic
Expeditious Retreat
Feather Fall
Identify
Longstrider
Shield
Thunderwave
Thunderous Smite
Zephyr Strike

2ND LEVEL

Aid
Branding Smite
Darkness

Darkvision
Enhance Ability
Hold Person
Invisibility
Locate Object
Magic Weapon
Mirror Image
Nystul's Magic Aura
See Invisibility
Silence
Warding Bond

3RD LEVEL

Bestow Curse
Blink
Counterspell
Create Food and Water
Dispel Magic
Elemental Weapon
Glyph of Warding

Haste
Magic Circle
Nondetection
Remove Curse
Sending
Slow
Thunder Step

4TH LEVEL

Arcane Eye
Banishment
Compulsion
Confusion
Dimension Door
Dominate Beast
Elemental Bane
Greater Invisibility
Hallucinatory Terrain
Mordenkainen's Private
Sanctum

Leomund's Secret Chest
Locate Creature
Staggering Smite
Stoneskin

5TH LEVEL

Banishing Smite
Circle of Power
Dispel Evil and Good
Far Step
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Passwall
Rary's Telepathic Bond
Skill Empowerment
Synaptic Static
Wall of Force



NECROMAGUS

A woman in a red dress steps gingerly over the body of a slain man, running her hand over an open wound on her arm. The man's corpse convulses as his remaining blood pools in the air above him before taking on a monstrous form. The creature quickly dispatches the remaining guards.

An arrow flies through the air at the dragonborn's head, but with a flick of his wrist it is blocked by a sudden protrusion of bone from his skin. He pulls the bone out and it forms into a rudimentary sword. A warrior charges the dragonborn from the opposite side, but is halted when a wall of ribs bursts from the ground, nearly impaling the surprised fighter. The dragonborn finishes the man off by shooting a spike of bone from his open palm into his victim's chest.

The night is cool and full of groans and screams as the well-dressed woman dances through the streets, her zombie horde tearing through the city's population. The town guard fall under the crushing weight of the undead army, unable to kill them long enough to make a difference.

No one at the dinner party seems to notice the man skulking in the shadows, listening to the banter of the rich and powerful. A room over, the mayor is being strangled by his own shadow, the guests in his home blissfully unaware. The deed done, the shadow slips the mayor's handkerchief into his mistress's purse and the man slips out before the ensuing chaos.

In the cemetery of his family home, an old gentleman sits underneath a tree, spirits flitting to and fro around him. As the town guard close in around the house, the spirits shriek and shoot off towards the intruders, rending their souls from their bodies.

NECROMAGUS

Level	Proficiency Bonus	Features	Embers	Spell Points	Cantrips Known	Spells Known	Max Spell Level
1st	+2	Spellcasting, Profane Aspect	—	4	3	2	1st
2nd	+2	Soulfire	2	6	3	3	1st
3rd	+2	—	2	14	3	4	2nd
4th	+2	Ability Score Improvement	2	17	4	5	2nd
5th	+3	Magus Thralls, Aspect Feature	3	27	4	6	3rd
6th	+3	—	3	32	4	7	3rd
7th	+3	Aspect Feature	3	38	4	8	4th
8th	+3	Ability Score Improvement	4	44	5	9	4th
9th	+4	—	4	57	5	10	5th
10th	+4	Aspect Feature	4	64	5	11	5th
11th	+4	—	5	73	5	12	6th
12th	+4	Ability Score Improvement	5	73	5	12	6th
13th	+5	—	5	83	6	13	7th
14th	+5	Aspect Feature	6	83	6	13	7th
15th	+5	—	6	94	6	14	8th
16th	+5	Ability Score Improvement	6	94	6	14	8th
17th	+6	—	7	107	6	15	9th
18th	+6	Arcane Helix	7	114	6	15	9th
19th	+6	Score Improvement	7	123	6	15	9th
20th	+6	Master of the Dark Arts	7	133	6	15	9th

CLASS FEATURES

As a necromagus, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per necromagus level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per necromagus level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 5d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the necromagus class, you must met these prerequisites: Intelligence 13.

Proficiencies. When you multiclass into the necromagus class, you gain the following proficiencies: Simple weapons.

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the necromagus spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from the necromagus spell list. You learn additional necromagus cantrips of your choice at higher levels, as shown in the Cantrips Known column of the necromagus table.

SPELL POINTS

A necromagus' magic comes from within their being, and as such, they pull from a pool of magical energy represented as spell points. Each spell has a point cost based on its level, represented in the table below. In order to cast a spell, you must deduct the number of points from the total number of spell points you have available. Cantrips do not cost any points. If you have less points than a spell's given point cost, you cannot cast it, and your spell points can't reach below 0.

SPELL POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
Cantrips	0	5th	7
1st	2	6th	9
2nd	3	7th	10
3rd	5	8th	11
4th	6	9th	13

The number of spell points you have per level is shown in the spell points column of the necromagus table, and the level of spell you can cast with those points is shown in the max spell level column of the same table. You regain all spent spell points at the end of a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the necromagus spell list. The Spells Known column of the necromagus table shows when you learn more necromagus spells of your choice. Each of these spells must not be of a higher level than your max spell level. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the necromagus spells you know and replace it with another spell from the necromagus spell list, which also must not be of a higher level than your max spell level.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your necromagus spells, since the power of your magic relies on your ability to project your will into the world. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a necromagus spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast a necromagus spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your necromagus spells.





PROFANE ASPECT

Beginning at 1st level, the magic of your soul defines how you manipulate the dark arts. Your choice grants you features when you choose it at 1st level and again at 5th, 7th, 10th, 14th, and 18th level.

SOULFIRE

At 2nd level your soul burns with powerful arcane energy, creating embers that bind themselves to your magic. These embers are powerful enchantments that alter the way your spells and aspect features work.

You gain two embers at 2nd level, and more at later levels as shown in the Embers column of the Necromagus class table. Embers are listed in the Soulfire Embers section of the document. Whenever you gain a new ember, or gain the Ability Score Improvement feature, you can replace an existing ember you know with one you don't know.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

MAGUS THRALLS

Starting at 5th level, you have learned how to manipulate the forces of death to create your own minions. You learn the *animate dead* spell, it counts as a Necromagus spell for you but doesn't count against the necromagus spells you know.

When you cast *animate dead* the creature you summon is determined by your profane aspect instead of the normal choices the spell offers.

ARCANE HELIX

At 18th level you have gleaned enough knowledge of the dark arts to dip into another aspect. You can replace one aspect feature you have gained with one from a different profane aspect.

The feature chosen can't be the Bonus Spells feature or Aspect Thrall feature, and must be of the same level as the one you are replacing.

MASTER OF THE DARK ARTS

At 20th level, you have total control over the flow of magic at your disposal. Once per turn, whenever you cast a spell of 1st level or higher, you regain spell points equal to half of the amount of spell points spent.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1), and regain all uses once you finish a long rest.

PROFANE ASPECTS

ASPECT OF BLOOD

Known as blood mages, those who wield the aspect of blood are powerful arcane spellcasters who augment their magical talents by harnessing the raw arcane energy pumping through their veins. Blood magic is seen as extremely taboo and most civilized locations in the Multiverse ban the use of this grotesque arcane art, claiming that to use one's own blood as fuel is corrupt and vile.

ASPECT OF BLOOD FEATURES

Necromagus Level	Feature
1st	Bonus Spells, Empowered Essence, Blood Bond
5th	Aspect Thrall (Minor Blood Elemental)
7th	Sanguine Movement
10th	Arcane Hematology
14th	Sanguine Extension

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Blood Spells table. These spells counts as necromagus spells for you, but don't count against the number of necromagus spells you know.

ASPECT OF BLOOD SPELLS

Necromagus Level	Spell
1st	<i>caustic plasma</i> ,* <i>false life</i>
3rd	<i>crimson blade</i> ,* <i>enhance ability</i>
5th	<i>command internals</i> ,* <i>fear</i>
7th	<i>blood pact</i> ,* <i>death ward</i>
9th	<i>blood boil</i> ,* <i>dominate person</i>

EMPOWERING ESSENCE

Beginning at 1st level, the magic within you strengthens your vitality. Your hitpoint maximum increases by 2, and it increases by 1 again whenever you gain a level in this class.

BLOOD BOND

Beginning at 1st level you learn how to weave your innate magical power through your blood, using it as a powerful arcane component.

As a bonus action you can carve a magical ritual known as a blood bond into any exposed part of your body, allowing your blood to flow freely. This can be as simple as creating an open wound, or carving simple shapes or runes into your body.

When you carve this ritual into your body, you lose hit points equal to half your necromagus level (minimum one). The ritual lasts a number of minutes equal to the hit points lost carving it. Any form of healing staunches the flow of blood and removes the blood bond.

While your blood bond is active, you gain the following benefits:

- You can cast the *sanguine senses* spell at will without consuming spell points.
- You can choose to spend hit dice instead of spell points for your necromagus class features, the amount of hit dice spent is the same as the number of spell points you would normally spend.
- You can choose to spend hit points instead of spell points for your necromagus spells. When you cast a spell this way, your hit point maximum is reduced by the same amount. Your hit point maximum returns to normal once you finish a long rest.

You can choose to close the wound and end the bond at any time with no action required, otherwise it closes on its own once you complete a short or long rest.

Once healed, the blood bond leaves a permanent scar in the same shape as the one you carved. These scars cannot be removed by any means short of the *wish* spell.

ASPECT THRALL

At 5th level, your ability to manipulate blood allows you to make thralls from it. When you cast *animate dead*, you summon a blood elemental. The statistics for the undead can be found in the Thrall Statblock section of this document.





SANGUINE MOVEMENT

Beginning at 7th level, you gain the ability to step from one pool of blood to another. As a bonus action you can step into a source of blood and teleport up to 60 feet to an unoccupied space you can see that also contains a blood source. If this space is on a wall or ceiling you fall to the ground in the nearest unoccupied space. The amount blood required for this teleport can't be smaller than a coin or in an unwounded creature, but can be a smear, pool, or even an open wound on another living creature such as a gash created from a sword slash.

If you choose to jump out of the open wound of a creature, both you and the target must make a Constitution saving throw. If you succeed and the target fails, it takes force damage equal to your level and you land in the nearest unoccupied space adjacent to the target. If both you and the target succeed the saving throw, the target takes no damage, but you still land in the nearest unoccupied space adjacent to the target. If you fail the saving throw and the target succeeds, you take force damage equal to half your necromagus level and do not teleport. A medium or smaller creature that fails the saving throw is also knocked prone.

You cannot teleport out of the wound of the same creature more than once per short rest. This feature has no effect on the nonliving or creatures without blood.

ARCANE HEMATOLOGY

Starting 10th level you have mastered the art of using the flow of blood and magic as one to heal others and stave off your own demise. As an action you can touch a creature to restore hit points to it. You can expend up to your level in spell points and the target regains that many hit points. You can use this feature a number of times per long rest equal to your proficiency bonus. This feature has no effect on the nonliving or creatures without blood.

Additionally, when you drop to 0 hit points, you can use your reaction to spend spell points equal to your level to regain that many hit points and remain conscious. If you have less spell points than your level, you consume them all and regain that many hit points.

You can't exceed your hit point maximum this way and you can't revive yourself again in this manner until you have finished a long rest.

SANGUINE EXTENSION

At 14th level, your blood sustains you far past your normal life span while bolstering your body's internal structures. When you cast a spell with the *blood magic* tag, the damage you take from the spell is reduced to a quarter of your level instead of half.

Additionally you are immune to disease and the poisoned condition, and your body ceases to age. You suffer none of the frailty of old age, and you can't be aged magically.

ASPECT OF BONE

Known as bone knights by some, these mages are a special few who have harnessed the ability to manipulate and create bone matter within their bodies for powerful offensive and defensive capabilities. The first bone knights were shown these techniques the draconic aspect of death. Those that survived became her champions, seeking out and destroying all who attempted to cheat the natural order of life and death.

ASPECT OF BONE FEATURES

Necromagus Level	Feature
1st	Bonus Spells, Unarmored Defense, Bonecraft
5th	Aspect Thrall (Skeleton)
7th	Bristling Defenses
10th	Advanced Bonecraft
14th	Fortress of Self

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Bone Spells table. These spells counts as necromagus spells for you, but don't count against the number of necromagus spells you know.

ASPECT OF BONE SPELLS

Necromagus Level	Spell
1st	<i>bone armor*</i> , <i>wrathful smite</i>
3rd	<i>bone cage*</i> , <i>earthen grasp</i>
5th	<i>bone spikes*</i> , <i>life transference</i>
7th	<i>wall of bone*</i> , <i>fabricate</i>
9th	<i>skeletal colossus*</i> , <i>steel wind strike</i>

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Intelligence modifier.

BONECRAFT

Also at 1st level, you have learned how to create and shape bone matter, granting you the ability to form weapons from your body. The weapon is considered a one-handed melee weapon with a 5 foot reach. You control what the weapon looks like, and upon forming it, you choose whether it deals slashing, piercing, or bludgeoning damage. The weapon uses your Intelligence for attack rolls made with it and on hit it deals 1d4 + your Intelligence modifier in damage of the specified type. The weapon counts a spell focus for you.

When you summon your bonecraft weapon, you can strengthen it with your magic. When you summon it, you can spend 2 spell points to change the damage die to 1d6, or 4 spell points to change it to 1d8.

The weapon crumbles to dust if it leaves your grip, if you fall unconscious, or die. You can also dismiss the weapon, no action required.



ASPECT THRALL

At 5th level, your ability to manipulate bones allows you to create skeletal thralls. When you cast the *animate dead* spell, you summon a skeleton. The statistics for the undead can be found in the Thrall Statblock section of this document.

BRISTLING DEFENSES

Starting at 7th level you protrude bristling bone spike from your skin whenever you are in danger. When a creature within 5 feet of you hits you with an attack, you can use your reaction to stab them with the spikes. The target takes piercing damage equal to your necromagus level.

You can use this feature a number of times equal to your proficiency bonus and regain all uses on a long rest.

ADVANCED BONECRAFT

At 10th level, you have perfected the way you harvest your bones for combat. Weapons created with your bonecraft feature count as magical for the purpose of overcoming resistance and immunity.

Additionally, you can now use your magic to increase the power of the weapons you summon. You can now spend 6 spell points to change your bonecraft weapon's damage die to 1d10, or 8 spell points to change it to 1d12.

FORTRESS OF SELF

Beginning at 14th level, you create a fine layer of hardened bone over your body. You gain resistance to nonmagical slashing, piercing, and bludgeoning damage.





ASPECT OF ELEMENTS

Those who follow the aspect of elements have learned to imbue their undead with powerful magics from the elemental planes, making them a formidable force to be reckoned with.

ASPECT OF ELEMENTS FEATURES

Necromagus Level	Feature
1st	Elemental Necrosis, Bonus Spells
5th	Aspect Thrall (Element)
7th	Font of Expulsion
10th	Elemental Detonation
14th	Undeath of Elements

ELEMENTAL NECROSIS

Beginning when you take this archetype at 1st level, your necromancy has attuned to one of the various fonts of magical energy that permeate the elemental planes. Choose from Air, Earth, Fire, or Water. Your chosen element determines several aspects of this archetype, including changing the damage type of your undead summons, what bonus spells you receive, as well as how your features work.

Whenever a feature of this archetype refers to the damage type of your element, consult the table below.

ELEMENTS

Element	Damage Type
Air	Lightning
Earth	Poison
Fire	Fire
Water	Cold

Additionally, you gain resistance to your chosen element.

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Elements Spells table. The spell list you follow is determined by the element you are attuned to. These spells count as necromagus spells for you, but don't count against the number of necromagus spells you know.

AIR SPELLS

Necromagus Level	Spell
1st	<i>fog cloud, witch bolt</i>
3rd	<i>levitate, thunderwave</i>
5th	<i>lightning bolt, thunder step</i>
7th	<i>freedom of movement, storm sphere</i>
9th	<i>control winds, destructive wave</i>

EARTH SPELLS

Necromagus Level	Spell
1st	<i>earth tremor, entangle</i>
3rd	<i>barkskin, protection from poison</i>
5th	<i>erupting earth, meld into stone</i>
7th	<i>grasping vine, stone shape</i>
9th	<i>transmute rock, tree stride</i>

FIRE SPELLS

Necromagus Level	Spell
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, heat metal</i>
5th	<i>ashardalon's stride, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>dawn, immolation</i>

WATER SPELLS

Necromagus Level	Spell
1st	<i>create or destroy water, ice knife</i>
3rd	<i>misty step, rime's binding ice</i>
5th	<i>sleet storm, tidal wave</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, maelstrom</i>

ASPECT THRALL

At 5th level, you gain the ability to empower the undead you animate. Undead you create or summon have resistance to your chosen element. Whenever one of these undead hit with a weapon attack, it deals additional damage of your chosen element to the target equal to your proficiency bonus.

FONT OF EXPULSION

Starting at 7th level, the elemental power within your undead can be expelled upon your enemies. Your undead can use their action to vomit up elemental energy from their bodies. Each creature within a 15-foot cone must make a Dexterity saving throw, taking 3d6 damage of your chosen element of a failed save, or half as much on a successful one.

Each undead under your command can use this feature once and regain all uses when you finish a long rest.

ELEMENTAL DETONATION

At 10th level, your minions release their elemental energy upon death. When one of the undead under your control dies, you can use your reaction to overload it. When you do, it explodes, dealing 2d6 damage of your chosen element to each creature within 5 feet of it.

UNDEATH OF ELEMENTS

At 14th level, you have further empowered your undead with elemental energy. The bonus damage granted by your Aspect Thrall feature is now twice your proficiency bonus.

Additionally, the damage dice of your Font of Expulsion and Elemental Detonation features increase to d8's.



ASPECT OF FLESH

The archetypical necromancer, those who follow the aspect of flesh raise an army of undead servants to do their bidding.

ASPECT OF FLESH FEATURES

Necromagus Level	Feature
1st	Bonus Spells, One with the Dead, Empower Undead
5th	Aspect Thrall (Zombie)
7th	Death's Duet
10th	Meat Shield Support
14th	Unbreathing Horde

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Flesh Spells table. These spells counts as necromagus spells for you, but don't count against the number of necromagus spells you know.

ASPECT OF FLESH SPELLS

Necromagus Level	Spell
1st	<i>bane, caustic brew</i>
3rd	<i>ray of enfeeblement, silence</i>
5th	<i>bestow curse, summon undead</i>
7th	<i>cursed servant*, dominate beast</i>
9th	<i>create undead dragon*, danse macabre</i>

ONE WITH THE DEAD

Beginning when you take this archetype at 1st level, your soul warps to mimic the soulless undead. Your creature type becomes undead and you no longer need to eat, drink, sleep, or breathe. You can remain alert and perform light activity during a long rest.

Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of Fireball). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

EMPOWER UNDEAD

Also at 1st level, your connection to the undead allows you to bolster your thralls with ease. When you cast a spell that creates an undead creature, you can spend additional spell points up to your proficiency bonus to empower it. When you do, it gains temporary hit points equal to double the amount of points spent and gains a bonus to attack and damage rolls equal to the amount of points spent.





ASPECT THRALL

At 5th level, you gain the ability to raise the corpses of those you slay. When you cast the *animate dead* spell, you summon a zombie. The statistics for the undead can be found in the Thrall Statblock section of this document.

DEATH'S DUET

At 7th level, raising the dead is no daunting task. When you cast *animate dead*, you can target one additional corpse, creating another thrall.

MEAT SHIELD SUPPORT

Starting at 10th level the bond you share with your thralls allows them to unburden you from pain. Whenever you take damage, you can use your reaction to halve the damage dealt to you and cause one of your undead minions within 30 feet of you to take the same amount of damage. The chosen minion can't have taken damage from the same source that you are reacting to, such as both you and the minion being caught in the same *fireball* spell.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), and you regain all expended uses when you finish a long rest.

UNBREATHING HORDE

At 14th level, none can surpass your mastery of the undead. The number of creatures you can control when you cast *animate dead* is doubled.



ASPECT OF SHADOW

Those who embrace the aspect of shadow value stealth and subterfuge. These dark mages prefer to slip in unnoticed and use illusions and enchantments to get their way before vanishing without a trace.

ASPECT OF SHADOW FEATURES

Necromagus Level	Feature
1st	Bonus Spells, Enthralling Darkness, Subtle Manipulation
5th	Aspect Thrall (Corpse Shadow)
7th	Magical Ambush
10th	Disappearing Act
14th	Mana Manipulation

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Shadow Spells table. These spells count as necromagus spells for you, but don't count against the number of necromagus spells you know.

ASPECT OF SHADOW SPELLS

Necromagus Level	Spell
1st	<i>charm person, sleep</i>
3rd	<i>pass without trace, rope trick</i>
5th	<i>fear, hypnotic pattern</i>
7th	<i>freedom of movement, shadow of moil</i>
9th	<i>mislead, modify memory</i>

ENTHRALLING DARKNESS

At 1st level, you are perfectly at home both alone in the shadows and amongst those you can manipulate. You gain proficiency in the Stealth skill and one Charisma skill of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

SUBTLE MANIPULATION

Also at 1st level, your subtle manipulations extend to masking your spellcasting. Illusion and enchantment spells you cast no longer require verbal or somatic components.

ASPECT THRALL

At 5th level you have learned how to bring life to the shadows of the dead. When you cast the *animate dead* spell, you summon a corpse shadow. The statistics for the undead can be found in the Thrall Statblock section of this document.

MAGICAL AMBUSH

Starting at 7th level, if you are hidden from a creature when you cast a spell targeting it, the creature has disadvantage on the first saving throw against the spell until the end of its next turn.



DISAPPEARING ACT

At 10th level you can use your foes' distractions to your advantage. When a hostile creature within 30 feet of you makes an attack or casts a spell at a creature other than you, you can use your reaction to turn invisible until the end of your turn. You can then immediately move up to half your movement speed without provoking opportunity attacks.

Once you use this feature, you can't do so again until you finish a short or long rest.

MANA MANIPULATION

At 14th level, you have mastered the art of magical manipulation. Once per turn, when you cast an illusion or enchantment spell of 1st level or higher at a higher level, you can reduce the spell point cost of it by an amount equal to half of your proficiency bonus. You can't reduce the spell's point cost lower than its base spell level point cost.

You can use your Mana Manipulation a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ASPECT OF SPIRIT

Those who embrace the aspect of spirits learn to harness the spirits that float between life and death. These powerful summoners manipulate the battlefield to suit their needs through the ghosts of the dead.

ASPECT OF SPIRIT FEATURES

Necromagus Level	Feature
1st	Bonus Spells, Spiritual Inspiration, Spiritual Guidance
5th	Aspect Thrall (Enthralled Spirit)
7th	Ghost Drinker
10th	Ethereal Defenses
14th	Ghostly Visage

BONUS SPELLS

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Aspect of Spirit Spells table. These spells counts as necromagus spells for you, but don't count against the number of necromagus spells you know.

ASPECT OF SPIRIT SPELLS

Necromagus Level	Spell
1st	<i>fog cloud, unseen servant</i>
3rd	<i>silence, spiritual weapon</i>
5th	<i>phantom steed, spirit guardians</i>
7th	<i>faithful hound, phantasmal killer</i>
9th	<i>far step, passwall</i>

SPIRITUAL INSPIRATION

At 1st level, your study of the spiritual world has given you many insights. You have proficiency in the Arcana and Religion skills if you do not already have them. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

SPIRITUAL GUIDANCE

Also at 1st level, your connection to the spiritual realm allows them to guide you. As an action you can hone your senses to the land of the dead and ask the spirits for aid, adding 1d4 to the next ability check, attack roll, or saving throw you make before finishing a short or long rest.

Once you have used this feature, you can't do so again until you have finished a short or long rest.

ASPECT THRALL

At 5th level, you have learned how to coerce the spirits of the dead. When you cast the *animate dead* spell, you summon an enthralled spirit. The statistics for the undead can be found in the Thrall Statblock section of this document.





GHOST DRINKER

At 7th level, you can siphon away the spiritual energy of the dead to bolster your defenses. When you drop a creature to 0 hit points for the first time in a turn, you can spend a number of spell points up to half of the damage dealt. When you do, you gain temporary hit points equal to the number of spell points spent.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1), and regain all uses when you finish a long rest.

ETHEREAL DEFENSES

Starting at 10th level, you have learned how to turn parts of your form incorporeal in order to avoid damage. When you are hit with an attack, you can use your reaction and spend a number of spell points equal to half your level. When you do, you reduce the damage dealt by the amount of spell points spent.

If you would have any temporary hit points after the damage is reduced, you instead take no damage from the attack.

Once you have used this feature, you can't do so again until you have finished a long rest.

GHOSTLY VISAGE

At 14th level, you can transform your body into that of a spirit for a brief amount of time. Your ghostly visage lasts for 1 minute.

While in this form you gain the following benefits.

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You have a flying speed equal to your walking speed and can hover. You can move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.
- You exude an aura of fear in a 15-foot radius centered on you. Creatures of your choice that start their turn in the aura, or enter it for the first time in a turn must make a Wisdom saving throw. On a failed save, the creature is frightened of you while it remains in the aura.

Once you have used this feature, you can't do so again until you have finished a long rest.

SOULFIRE EMBERS

AFTERBURN

Prerequisite: 11th level

When a spell you cast misses its target, or a creature succeeds on a saving throw against a spell you cast, if it would take no damage it instead takes half of the damage that would be dealt. If multiple creatures would be affected by this feature, you choose one creature to be affected.

ARCANE INOCULATION

Prerequisite: 9th Level

Creatures you summon are immune to the damage of your spells.

ARCANE MELEE

Prerequisite: 6th Level

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

BOLSTERED BLOOD

Prerequisite: Arcane Hematology

When you restore hit points to a creature with your Arcane Hematology feature, you gain temporary hit points equal to half of the hit points restored.

BONE DENSITY

Prerequisite: Advanced Bonecraft

Weapons created with your Bonecraft feature have the heavy and two-handed properties, and deal additional damage equal to half your proficiency bonus.

ELEMENTAL SHOCKWAVE

Prerequisite: Elemental Detonation

Creatures damaged by the detonation make a saving throw against your spellsave DC. On a failed save, they are knocked prone.

ELDRITCH REFLEXES

Prerequisite: 2nd Level

Whenever you cast a spell with a range of touch, you can use your bonus action on that turn to take the disengage action.

ETHEREAL FORTRESS

Prerequisite: Ethereal Defenses

When you use your Ethereal Defenses feature and take no damage from its use, you gain immunity to the damage type of the triggering source until the end of your next turn.

EXPLOSIVE ENTRANCE

Prerequisite: Sanguine Movement

When you drop a creature to 0 hit points with your Sanguine Movement feature, each creature other than you within 10 feet of the target takes necrotic damage equal to half of the damage dealt to the initial target as its body explodes.

FONT OF PROLIFERATION

Prerequisite: Font of Expulsion

The area of the cone created by your undead increase to 30 feet.

FRENZY SUPPORT

Prerequisite: Meat Shield Support

You can use your reaction to order the creature that took damage for you to immediately move up to its speed towards the creature that caused the damage. If your minion ends its movement within 5 feet of the target, it can make one melee weapon attack against it.

IMPENETRABLE FORTRESS

Prerequisite: Fortress of Self

You gain resistance to magical slashing, piercing, and bludgeoning damage.

IRON MIND

Prerequisite: 7th level

You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your proficiency bonus.

MASTER MANIPULATOR

Prerequisite: Mana Manipulation

When you cast a spell of 1st level or higher that has its spell point cost reduced by your Mana Manipulation feature, it can't be countered by spells or magical effects.

MYSTICAL MIND

Prerequisite: 2nd Level

Choose two Intelligence based skills you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

NECROMANCER'S STOCKPILE

Prerequisite: Unbreathing Horde

You no longer require material components that lack a gold cost to cast spells that create undead creatures, and materials with gold costs to cast such spells have their cost halved.

NOW YOU SEE ME, NOW YOU DON'T

Prerequisite: Disappearing Act

When you use your Disappearing Act feature, you can teleport up to 30 feet to an unoccupied space instead of moving half your speed.

PERSONAL SUMMONS

Prerequisite: Aspect Thrall

When a spell you cast would create an undead creature, you can replace the specified creature with the creature granted to you by your Aspect Thrall feature.

RESIDUAL POWER

Prerequisite: 3rd level

When you use your action to cast a 1st or 2nd level spell that requires concentration, you can add 1d4 to the first spell attack roll you make before the end of your next turn.

SANGUINE MASTERY

Prerequisite: Sanguine Extension

Whenever you cast a spell with the *blood magic* tag, if you chose to deal damage to yourself with the spell it is cast at one level higher.

SHARPENED POINTS

Prerequisite: Bristling Defenses

You add your Intelligence modifier to the damage of your Bristling Defenses feature.

SPELLBLIGHT

Prerequisite: 2nd level

Once during each of your turns, when you cast a spell that deals damage you can replace its damage type with necrotic damage.

TWIN FONTS

Prerequisite: Elemental Necrosis

You can choose a second element. When you do, you gain resistance to the second element and you choose which element alters your undead when you summon or create them. You do not gain a second bonus spell list.

UNDEAD ENCORE

Prerequisite: Death's Duet

You can raise two additional corpses instead of one with your Death's Duet feature.

UNKNOWABLE ARCANA

Prerequisite: Magical Ambush

You gain a +1 bonus to spell attack rolls and your spell save DC when you cast a spell that targets a creature you are hidden from.

UNQUENCHED THIRST

Prerequisite: Ghost Drinker

When you use your Ghost Drinker feature, you gain additional temporary hit points equal to your necromagus level.

VISAGE OF FEAR

Prerequisite: Ghostly Visage

A creature that fails its saving throw from your Ghostly Visage feature has its speed reduced to 0 until the end of its next turn.

WILL THERE BE MORE?!

Yes. Yes there will. Creative writer's block is a pain, so at the moment new Soulfire Embers are on hold.

SPELL LIST

The expanded spell list with the homebrew spells used for the archetype bonus spells can be found in the book

[Shadowheart Apocrypha: Spells.](#)

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Chill Touch
Dancing Lights
Frostbite
Light
Mage Hand
Message
Mind Sliver
Minor Illusion
Poison Spray
Prestidigitation
Produce Flame
Sapping Sting
Shocking Grasp
Sword Burst
Toll the Dead

1ST LEVEL

Alarm
Armor of Agathys
Arms of Hadar
Bane
Burning Hands
Cause Fear
Caustic Brew
Chaos Bolt
Charm Person
Command
Detect Magic
Disguise Self
Dissonant Whispers
False Life
Feather Fall
Find Familiar
Fog Cloud
Hideous Laughter
Hex
Ice Knife
Inflict Wounds
Mage Armor
Protection for Evil and Good
Ray of Sickness
Shield
Silent Image
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Acid Arrow
Alter Self
Arcane Lock
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Enthrall
Heat Metal
Hold Person
Invisibility
Levitate
Locate Object
Magic Aura
Mind Spike
Mind Whip
Mirror Image
Misty Step
Phantasmal Force
Ray of Enfeeblement
Scorching Ray
Suggestion
Web

3RD LEVEL

Bestow Curse
Blink
Counterspell
Clairvoyance
Dispel Magic
Enemies Abound
Fear
Feign Death
Fireball
Fly
Gaseous Form
Haste
Hunger of Hadar
Hypnotic Pattern
Life Transference
Lightning Bolt
Major Image
Nondetection
Protection from Energy
Remove Curse
Sending

Slow

Speak with Dead
Spirit Shroud
Stinking Cloud
Summon Lesser Demon
Summon Undead
Summon Shadowspawn
Vampiric Touch

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Blight
Charm Monster
Compulsion
Confusion
Dimension Door
Divination
Dominate Beast
Elemental Beast
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Phantasmal Killer
Polymorph
Shadow of Moil
Summon Abberation
Summon Construct
Summon Elemental
Summon Greater Demon
Sickening Radiance
Vitrolic Sphere
Wall of Fire

5TH LEVEL

Antilife Shell
Awaken
Circle of Power
Cloudkill
Cone of Cold
Contagion
Danse Macabre
Dominate Person
Dream
Enervation
Far Step
Geas
Hold Monster

Immolation

Infernal Calling
Legend Lore
Maelstrom
Mislead
Modify Memory
Negative Energy Flood
Passwall
Scrying
Seeming
Synaptic Static
Telekinesis
Teleportation Circle
Temporal Shunt
Wall of Force

6TH LEVEL

Arcane Gate
Blade Barrier
Chain Lightning
Circle of Death
Contingency
Create Homunculus
Create Undead
Eyebite
Flesh to Stone
Globe of Invulnerability
Gravity Fissure
Harm
Mass Suggestion
Mental Prison
Otherworldly Guise
Programmed Illusion
Scatter
Soul Cage
Word of Recall

7TH LEVEL

Crown of Stars
Delayed Blast Fireball
Dream of the Blue Veil
Etherealness
Finger of Death
Fire Storm
Forcecage
Mirage Arcane
Plane Shift
Power Word Pain

Reverse Gravity
Sequester
Simulacrum
Teleport
Tether Essence

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Clone
Dark Star
Demiplane

Dominate Monster
Feeblemind
Glibness
Incendiary Cloud
Maddening Darkness
Mind Blank
Power Word Stun
Reality Break

9TH LEVEL

Astral Projection
Blade of Disaster

Foresight
Gate
Imprisonment
Invulnerability
Mass Polymorph
Meteor Swarm
Power Word Kill
Psychic Scream
Ravenous Void
Time Ravage
Time Stop
True Polymorph



ASPECT THRALL STATBLOCKS

CORPSE SHADOW

Medium undead, same as necromagus

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive perception 10

Languages -

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Actions

Necrotic Touch. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 +2) necrotic damage

ENTHRALLED SPIRIT

Medium undead, same as necromagus

Armor Class 11

Hit Points 18 (4d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive perception 9

Languages understands all languages it spoke in life but can't speak

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Necrotic Touch. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 +1) necrotic damage



LESSER BLOOD ELEMENTAL

Medium undead, same as necromagus

Armor Class 12
Hit Points 18 (4d8)
Speed Speed

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive perception 10

Languages -

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage

SKELETON

Medium Undead, same as necromagus

Armor Class 13
Hit Points 13 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive perception 9

Languages understands all languages it spoke in life but can't speak

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, Range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ZOMBIE

Medium undead, same as necromagus

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages understands all languages it spoke in life but can't speak

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage



PRIMEVAL CHAMPION

With a mighty roar, the tyrannosaurus charges into battle, the human woman on his back spearing an enemy with her lance. Without a seconds hesitation the animal pulls the victim from the lance and swallows him whole.

In the dark of his tavern room, the male elf transfers his consciousness into his three tiny compsoognathus. The trio scurry through the nooks and crannies of the wood until they come out in the dining hall near elf's quarry. Silent, two listen in on the enemy plans while the third absconds with their room key. Later that night, the elf sneaks in, killing his foes in their sleep.

Like a living siege engine, the triceratops busts through the enemy phalanx and sends them flying. The tiefling atop its back hurls a javelin at the retreating forces. With a thud one hits the ground, javelin still stuck in their back as the triceratops tramples over their body.

A group of mercenaries wades through a swamp on the hunt for their quarry. With lightning speed a pair of massive crocodile like jaws lunge out from beneath the water and snatch up one of the hunters, causing the rest to panic as the water grows still once more. One by one the suchomimus tears through the band, as its dragonborn master sits in the trees above.

From the brush a raptor pounces on an unsuspecting soldier, eviscerating him effortlessly before disappearing back into the forest. As the soldier's comrade's inspect the body, an arrow pierces the brain of one while the raptor ambushes the second. From the trees a dwarf walks out, the raptor in toe. the two drag the bodies into the foliage.

The allosaurus bites down into the dire wolf, carving huge gashes through its body. From the dinosaur's back an orc fires a bolt from his crossbow at a wolf in the rear. In almost perfect harmony, the two make quick work of the rest of the pack.

The little kobold presses a hand to the coelophysis and it glows with unnatural energy. The animal sprints across the battlefield and nips at another kobold, transferring the energy to it. The kobold roars with reinvigorated strength and charges back into battle.

From the sky atop her quetzalcoatlus, a Tabaxi peers through a spyglass at the the enemies below. After settling on a target, the pterosaur dives and snatches the screaming man into the air, dropping him to his death from the clouds above.



THE PRIMEVAL CHAMPION

Level	Proficiency Bonus	Dino Damage	Combat Commands	Features
1st	+2	1	—	Saurian Companion, Dino Damage, Prehistoric Order
2nd	+2	1	2	Fighting Style, Combat Commands
3rd	+2	1	2	Order Feature
4th	+2	1	2	Ability Score Improvement
5th	+3	2	3	Extra Attack
6th	+3	2	3	Order Feature
7th	+3	2	3	Supernatural Ravaging
8th	+3	2	3	Ability Score Improvement
9th	+4	2	4	Learning From Experience
10th	+4	2	4	Order Feature
11th	+4	3	4	Bonded Souls
12th	+4	3	4	Ability Score Improvement
13th	+5	3	4	Avenging Strike
14th	+5	3	5	Order Feature
15th	+5	3	5	Scale & Steel
16th	+5	3	5	Ability Score Improvement
17th	+6	4	5	Swift Assault
18th	+6	4	5	Order Feature
19th	+6	4	5	Ability Score Improvement
20th	+6	4	5	Defense Network

CLASS FEATURES

As a primeval champion, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per primeval champion level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per primeval champion level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapon

Tools: None

Saving Throws: Strength, Wisdom

Skills: You have proficiency in Animal Handling and two skills of your choice from among Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a martial weapon and shield or (b) a longbow and a quiver of 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 3d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the primeval champion class, you must met these prerequisites: Strength 13 and Wisdom 13.

Proficiencies. When you multiclass into the primeval champion class, you gain the following proficiencies: Light armor and the Animal Handling skill.

SAURIAN COMPANION

Beginning at 1st level you have created a mystical bond with a prehistoric creature you have raised from birth. In combat, your companion moves and acts on your turn in initiative. You can command it verbally, no action required, and if you are incapacitated, it will do its best to protect you and itself from harm.

Your companion gains proficiency in two skills of your choice that make sense for a creature of its species to learn. In areas where it would use its proficiency bonus, it uses your proficiency bonus instead.

If your companion is reduced to 0 hit points, it falls unconscious and makes death saving throws as normal. If your companion is ever slain, the bond you share allows you to return it to life. With 8 hours of work and the expenditure of 20gp worth of rare herbs and fine food per your primeval champion level, you can call forth your companion's soul and use your spiritual bond with it to create a new body for it. You can return your companion to life in this manner even if you do not possess any part of its body.

You can choose to expend any number of hit dice when you finish the ritual. Make a Constitution saving throw, with the DC being equal to 15 minus the number of hit dice you expended. The DC cannot be lowered below 5 in this way. On a failed save, your companion is restored to life, but you aren't able to regain any of the hit dice you expended for the ritual until 7 days have passed. Additionally, you and your companion both suffer three levels of exhaustion. On a successful save, the companion is restored to life, and you can regain the spent hit dice as normal.

Whenever you gain the Ability Score Improvement feature in this class, your companion's abilities also improve. You can increase one of its ability scores of your choice by 2, or you can increase two of its ability scores of your choice by 1, at the DM's discretion you can forgo increasing the companion's ability scores and instead give it a feat that would make sense for it. Feats available for your companion can be found in the Companion Customization section of this document. As normal, you can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Whenever you gain a level in this class, your companion also levels up, and it can increase its hit point maximum using its hit die normally. At first level, its hit points will be equal to the maximum value of its hit die + its Constitution modifier. Your companion has its own hit die, and can spend them during a short rest.

Your companion's size, AC, hit dice, and damage dice are determined by its stat block.

DINO DAMAGE

Also at 1st level, your companion learns to use its natural weapons against your foes. Your companion's damage die and damage type is determined by your prehistoric order, and starts out as a single damage die. As you level, your companion will add additional damage dice to its attacks as shown in the Dino Damage column of the Primeval Champion table.

If your companion's damage is a static number and does not use a damage die, it does not add additional dice and instead adds the number shown in the table to its static damage amount.

PREHISTORIC ORDER

At 1st level, you join a special order of primeval champions based on what kind of dinosaur you have bonded with. Your choice grants you features at 1st level and again at 3rd, 6th, 10th, 14th, and 18th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

COMBAT COMMANDS

Also at 2nd level, you have trained your companion to react to specific commands you give it in combat. Once per turn as an action you can issue one of these commands and your companion will fulfill the command to the best of its ability.

You can teach your companion two commands at 2nd level, you can teach them additional commands at 5th, 9th, and 14th level.

Aid the Fallen. You order your companion to protect an unconscious creature within 60 feet of you. Your companion uses its movement to move towards an unconscious creature of your choice. While your companion is within 5 feet of the target, hostile creatures have disadvantage on attack rolls made against the target until the end of your next turn.

Defensive Position. You order your companion to fall back to you and take up a defensive stance. Your companion uses its movement to move towards you. You and your companion gain a +3 bonus to your AC until the end of your next turn as long as you are within 5 feet of each other. This bonus ends early if you or your companion are hit by an attack from a hostile creature or move further than 5 feet from each other.

Fetch. You order your companion to retrieve an item within 60 feet of you. Your companion uses its movement to move towards an item you designate, then uses its action to pick it up off the ground if it is within range. The item must be of a size and shape that your companion could feasibly fit into its mouth or hands. If your companion succeeds in grabbing the item, it can then move up to its speed towards you.

Move. You order your companion to move quickly. Your companion can take the Disengage or Dash action as a bonus action this turn.

Take it down. You order your companion to strike at a target with extra ferocity. The next time your companion hits a creature with a melee weapon attack this turn, its dino damage dice increase by 1 and the target takes extra damage equal to your proficiency bonus.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

You can choose to forgo this attack to instead allow your companion a second attack instead.

SUPERNATURAL RAVAGING

Starting at 7th level, your companion's natural weapons become supernaturally enhanced. Your companion's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks and damage.

LEARNING FROM EXPERIENCE

At 9th level, you and your companion learn from each other in the skills that you share. Choose a skill that both you and your companion are proficient in. Whenever you or your companion make a roll with the chosen skill, you double your proficiency bonus for the roll.

Additionally, you can use your companion's skills to aid your own. When your companion makes an ability check with a skill it is proficient in, you can make a roll using the same skill, adding your Wisdom modifier (minimum 1) to the roll. Once you've used this feature, you can't do so again until you finish a short or long rest.

BONDED SOULS

At 11th level, the bond you have cemented with your companion makes returning them to life easier. The amount of time and resources it takes to bring your companion back to life are halved.

Additionally, you and your companion no longer suffer exhaustion from failing the saving throw to bring your companion back to life.

AVENGING STRIKE

At 13th level, any slight to your companion is a slight to you. When your companion takes damage, you can use your reaction to make one weapon attack against the creature that damaged your companion.

SCALE & STEEL

At 15th level, you and your companion fight in tandem, disorienting your opponents. While both you and your companion are within 5 feet of the same hostile creature, it has disadvantage on any attack roll that doesn't target you or your companion.

SWIFT ASSAULT

At 17th level your companion becomes more ferocious, you no longer need to forgo one of your attacks in order for them to strike a second time. Your companion can attack twice, instead of once, whenever they take the Attack action on their turn.

DEFENSE NETWORK

Starting at 20th level, you and your companion coordinate in perfect harmony from the information you both glean on the battlefield. As long as you and your companion are within 30 feet of each other and can see each other, you both get a bonus to your attack rolls and saving throws equal to your Wisdom modifier (minimum 1).





PREHISTORIC ORDERS

ORDER OF THE AEGISAUR

Your companion is an aegisaur, one of many huge quadrupedal herbivore dinosaurs. Aegisaurs are hardy and unshakable, making them great mounts for those that want to ride into the thick of battle and not have to worry about their companion.

Some examples of your companion include Ankylosaurus, Stegosaurus, and Triceratops.

ORDER OF THE AEGISAUR FEATURES

Primeval Champion Level	Feature
1st	Aegisaur Companion, Armored Up
3rd	Juvenile Advancement
6th	Unhindered March
10th	Adolescent Advancement
14th	Armor Plating
18th	Aegisaur's Bulwark

AEGISAUR COMPANION

Beginning when you take this order at 1st level, you have hatched an aegisaur, a huge herbivore who's tough demeanor makes it an excellent mount.

AEGISAUR COMPANION

Small beast (alignment same as champion)

Armor Class 12 + its Constitution modifier + your proficiency bonus
Hit Points 1d12 + its Constitution modifier
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Stomp. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target. *Hit:* 1d8 + its Strength modifier bludgeoning damage.

ARMORED UP

Also when you take this order at 1st level you prepare yourself for a life in the thick of battle along side your companion. You gain proficiency in heavy armor.

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft.
- Your companion's bulk allows you to use it as a mount at Medium size.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Charge. You order your companion to charge into battle against your foes. Your companion uses its action to move up to its speed in a straight line towards a hostile creature. If your companion ends this movement within 5 feet of the target, the creature must make a Strength saving throw equal to 8 + your proficiency + your companion's Strength modifier (minimum 1). On a failed save, the target takes 2d8 bludgeoning damage and is knocked prone. On a successful save the target takes half damage is not knocked prone.

UNHINDERED MARCH

Starting at 6th level, you and your companion clear a path as you move forward. While you and your companion are within 5 feet of each other, you both ignore difficult terrain.

ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft.

ARMOR PLATING

At 14th level you use your companion's natural defenses to aid in your own. As long as you are within 5 feet of your companion, you are able to add your companions Constitution modifier (minimum 1) to your AC against ranged attack rolls.

AEGISAUROUS BULWARK

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 5 ft.

Additionally, your companions bulk makes its charge hazardous to bystanders. When you use your Charge command, creatures adjacent to your companion as it moves are pushed back 5 feet and knocked prone.



ORDER OF THE CHITTERING SWARM

Your companions are several tiny animals that work together in tandem with you. Their unique bond allows you a measure of shared consciousness with them.

Some examples of your companions include Heterodontosaurus, Microraptor, and Procompsognathus

ORDER OF THE CHITTERING SWARM

Primeval Champion Level	Feature
1st	Chittering Swarm Companions, Shared Consciousness
3rd	Venomous Upbringing
6th	Swarm Expansion
10th	Nipping Swarm
14th	Swarm Strengthening
18th	Hivemind Mastery

CHITTERING SWARM COMPANIONS

Beginning when you take this order at 1st level, you have hatched three tiny dinosaurs, collectively known as a Chittering Swarm.

You can only have one of the three active at a time, the other two remain by your side or stowed away in a place of your choosing. When you gain the ability to have more than one companion active, they each get a turn which they take on your initiative in combat.

If one of your companions dies, it costs one third the time and resources to return them to life. If two die, the time and cost is cut in half. If all three die, the time and cost is normal.

CHITTERING SWARM COMPANION

Tiny beast (alignment same as champion)

Armor Class 13 + its Dexterity modifier + your proficiency bonus

Hit Points 1d6 + its Constitution modifier

Speed 25 ft.

Vision darkvision 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	2 (-4)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Dexterity modifier to hit, Reach 5ft., one target. *Hit:* 1 piercing damage.

SHARE CONSCIOUSNESS

Also when you take this order at 1st level, your connection to the swarm allows you to temporarily transfer your mind into the body of the swarm. As an action you transfer your consciousness into your active companion allowing you to use your companion's senses and control its movement. During this time, your body is incapacitated. While inhabiting your companion's body, its Intelligence, Wisdom, and Charisma scores change to match your own, and your companion has advantage on any ability checks that you both are proficient in.

Your companion must be within 15 feet of you to share its consciousness. While you can move out of this range once your consciousness is shared, you cannot return to your own body until you return to being within 15 feet of it. If a companion that you are sharing your consciousness with dies, you automatically return to your body, regardless of distance.

VENOMOUS UPBRINGING

At 3rd level, your swarm are fully grown. While they remain tiny, they gain the following benefits.

- Their bite is now venomous. Whenever one of your companions deals damage to a creature, the target takes an additional 1d4 poison damage.
- Their speed increases by 15 feet.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Envenom You order your companion to pump as much venom as possible into their next bite. The next time your companion uses a bite attack this turn, the target must make a Constitution saving throw equal to 8 + your companion's Constitution modifier (minimum 1) + your proficiency bonus. If the target of the bite fails its saving throw, it is poisoned for 1 minute.



SWARM EXPANSION

At 6th level you have learned how to manage two of your companions at once. You can have two of your companions active at the same time. If a feature of this class would grant your companion additional abilities during your turn, such as through Combat Commands or Ferocious Attacks, you must choose which one of your active companions it affects.

Additionally, you can split your consciousness between both at once with your Shared Consciousness feature. You suffer no ill effects from experiencing the world through multiple sources.

NIPPING SWARM

Starting at 10th level, your control over multiple animals strengthens. When you use your Envenom command, it affects all your active companions.

Additionally, when you use the Envenom command, if each of your active companions hits the same creature with an envenomed attack, and the target fails all of its envenomed saving throws, it becomes paralyzed for 1 minute. A creature paralyzed this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature has been paralyzed this way, it can't be affected by this feature for 24 hours.

SWARM STRENGTHENING

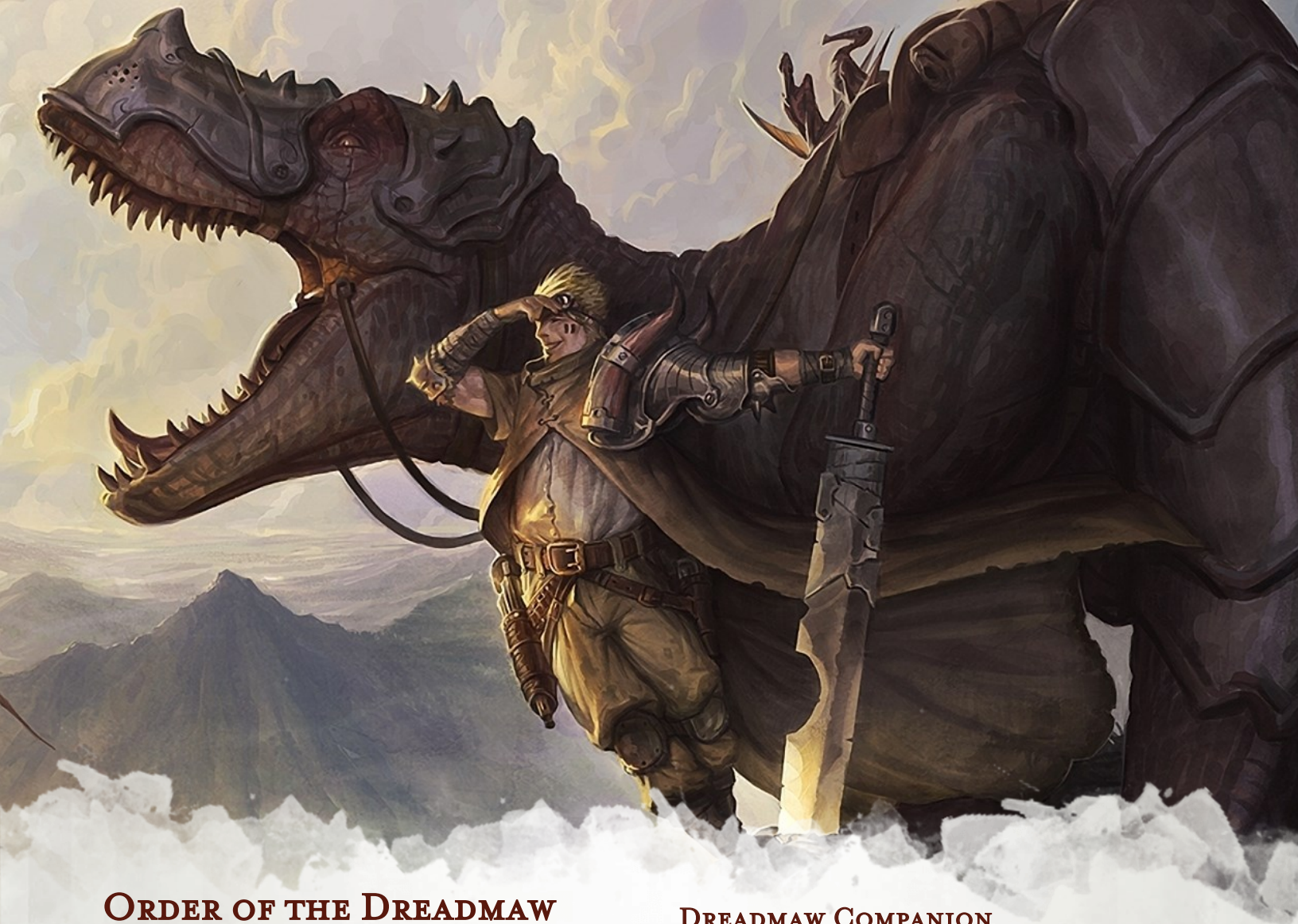
At 14th level, you have mastered control of your chittering swarm. You now can have all three of your companions active at once. If a feature of this class would grant your companion additional abilities during your turn, such as through Combat Commands or Ferocious Attacks, you must choose which one of your active companions it affects.

Additionally, you can split your consciousness between all three at once with your Shared Consciousness feature. You suffer no ill effects from experiencing the world through multiple sources.

HIVEMIND MASTERY

At 18th level, you have mastered the ability to control your swarm. Your class features affect all of your companions at once instead of having to choose from among them.





ORDER OF THE DREADMAW

Your companion is one of various super large carnivorous dinosaurs that devour whatever they see fit.

Some examples of your companion include Acrocanthosaurus, Carcharodontosaurus, Giganotosaurus, and Tyrannosaurus Rex

ORDER OF THE DREADMAW FEATURES

Primeval Champion Level	Feature
1st	Dreadmaw Companion, Dreadmaw's Presence
3rd	Juvenile Advancement
6th	Thunderous Roar
10th	Adolescent Advancement
14th	Ferocious Bellowing
18th	Dreadmaw Tyrant

DREADMAW COMPANION

Beginning when you take this order at 1st level, you have hatched a dreadmaw, a moniker given to huge theropod dinosaurs.

DREADMAW COMPANION

Small beast (alignment same as champion)

Armor Class 12 + its Dexterity modifier + your proficiency bonus

Hit Points 1d10 + its Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.
Hit: 1d10 + its Strength modifier piercing damage.

DREADMAW'S PRESENCE

Also when you join this order at 1st level, the infamy of the dreadmaw grants you an intimidating presence. You gain proficiency in the Intimidation skill. When you make a Charisma (Intimidation) check while your companion within 5 feet of you, you have advantage on the roll.

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Feast on Victory. You order your companion to consume those it kills. The next time your companion drops a creature to 0 hit points before the end of the turn, it gains temporary hit points equal to half of the damage dealt. These hit points last until you use this command again or when you finish a long rest. Alternatively, your companion can instead consume a corpse that is no more than 10 minutes old to gain 5 temporary hit points.

THUNDEROUS ROAR

Starting at 6th level, your companion can let loose a mighty roar, filling nearby creatures with terror. As an action on its turn, your companion can roar. A number of creatures up to your Wisdom modifier (minimum 1) of your choice within 30 feet of your companion must make a Wisdom saving throw equal to 8 + your proficiency bonus + your companion's Constitution modifier (minimum 1). On a failed save, the creatures are frightened by your companion for 1 minute. Affected creatures can repeat the saving throw at the end of their turn, ending the effect on a success.

Once your companion has used this ability, it cannot do so again until it finishes a long rest.

ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft.

FEROCIOUS BELLOWING

At 14th level, your dreadmaw's roar sends your foes fleeing in fear. When your companion uses its Thunderous Roar feature, creatures that fail the save must take the Dash action and move away from your companion by the safest available route on each of its turns, unless there is nowhere to move. This effect ends when the creature succeeds on its saving throw against the roar.

DREADMAW TYRANT

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 10 ft.

Additionally, your companion can now swallow most meals whole. When you use your Feast on Victory combat command, your companion can swallow a medium or smaller corpse whole. When it does, it gains temporary hit points equal to the full damage dealt instead of half, and regains hit points equal to half your primeval champion level.

Once your companion has swallowed a corpse, it can't do so again until it finishes a long rest.



ORDER OF THE GREAT TITAN

Your companion is a great titan, one of many incredibly large, long necked herbivores. Great titans are practically walking fortresses with incredibly thick skin and a very protective disposition.

Some examples of your companion include, Argentinosaurus, Brachiosaurus, and Dreadnoughtus.

GREAT TITAN COMPANION

Beginning when you take this order at 1st level, you have hatched a great titan, a long necked living fortress with incredible protective instincts.

ORDER OF THE GREAT TITAN FEATURES

Primeval Champion Level	Feature
1st	Great Titan Companion, Sacred Aura
3rd	Juvenile Advancement
6th	Hunker Down
10th	Adolescent Advancement
14th	Thick Skin
18th	Titanic Aura

GREAT TITAN COMPANION

Medium beast (alignment same as champion)

Armor Class 13 + its Constitution modifier + your proficiency bonus

Hit Points 1d12 + its Constitution modifier

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Massive Frame. The companion is considered to be a Large animal for the purpose of determining its carrying capacity.

Actions

Stomp. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5 ft., one target. *Hit:* 1d8 + its Strength modifier bludgeoning damage.

SACRED AURA

Also when you take this order at 1st level, you learn to weave magic into your companion, using its protective nature as a magic aura. As an action, you can activate the aura, which is a 5-foot radius centered on your companion. A friendly creature that starts its turn in the aura gains a number of temporary hit points equal to your primeval champion level.

The number of creatures that can benefit from this aura is equal to 1 + your Wisdom modifier (minimum 1). A creature can only benefit from these temporary hit points once per long rest. The aura lasts for one minute, you can deactivate the aura early with no action required.

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Large.
- Its movement speed increases by 5 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Seismic Slam. You order your companion to rise up on its hind legs and slam its forelegs down with great force. As an action your companion slams the ground with its legs, sending out a small seismic shockwave. Each creature within a 10-foot radius of your companion makes a Strength saving throw equal to 8 + your proficiency bonus + your companion's Strength modifier (minimum 1). On a failed save, the creature is pushed back 5 feet and knocked prone. A friendly creature within the aura of your companion is immune to the shockwave.

HUNKER DOWN

Starting at 6th level your companion can adopt a protective stance, causing its aura to become a dome of protective magic. As an action, your companion's speed is reduced to 0 and its aura activates, if it was not already active. While a friendly creature is within the radius of the aura it is considered to have half cover. If you dismiss the aura early, the effect of the protective dome also ends.

Once you have used this feature, you can't do so again until you finish a long rest.



ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Huge.
- Its movement increases by 5 ft.

THICK SKIN

At 14th level, your companion's desire to protect you manifests through the magic infused within it. While you are within 5 feet of your companion, you have resistance to slashing, piercing, and bludgeoning damage.

TITANIC AURA

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Gargantuan.
- Its speed increases by 5 ft.

Additionally, your companion's titanic aura increases to 15 feet, and the cover granted by its Hunker Down feature increases to three-quarters cover.

GARGANTUAN?!

Yes, gargantuan! If you haven't noticed, "size matters" is a big part of the mechanics of your prehistoric companion, as is making the animals feel like their actual counterparts in some way.

Sauropods were some of the absolute largest animals to ever live, and that needed to be reflected in game.

ORDER OF THE HERDCALLER

Your companion is a herdcaller, one of many large species of hadrosaur that value community and family. Their natural ability to absorb and disperse magic make them great companions for healers.

Examples of your companion are Corythosaurus, Lambeosaurus, and Ouranosaurus.

ORDER OF THE HERDCALLER FEATURES

Primeval Champion Level	Feature
1st	Herdcaller Companion, Spellcasting
3rd	Juvenile Advancement
6th	Helping Hand
10th	Adolescent Advancement
14th	Eager Participant
18th	Bastion of Benefits

HERDCALLER COMPANION

Beginning when you take this order at 1st level, you have hatched a herdcaller, a hadrosaur that values community and can help channel beneficial magics.

HERDCALLER COMPANION

Small beast (alignment same as champion)

Armor Class 11 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Stomp. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5 ft., one target. *Hit:* 1d4 + its Strength modifier bludgeoning damage.

SPELLCASTING

Also when you join this order at 1st level, you undergo training to use ancient magics to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the herdcaller spell list.

PREPARING & CASTING SPELLS

The Order of the Herdcaller table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these herdcaller spells, you must expend a slot of the spell's level or higher.

You regain all expended spell slots when you finish a long rest. You prepare the list of herdcaller spells that are available for you to cast, choosing from the herdcaller spell list. When you do so, choose a number of herdcaller spells equal to your Wisdom modifier + half your primeval champion level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level order of the herdcaller, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of herdcaller spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY.

Wisdom is your spellcasting ability for your herdcaller spells, since your magic draws on your attunement to the creatures of the world and their spiritual energy. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a herdcaller spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your herdcaller spells.

ORDER OF THE HERDCALLER SPELLCASTING

Level	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—
2nd	2	—	—	—	—
3rd	3	—	—	—	—
4th	3	—	—	—	—
5th	4	2	—	—	—
6th	4	2	—	—	—
7th	4	3	—	—	—
8th	4	3	—	—	—
9th	4	3	2	—	—
10th	4	3	2	—	—
11th	4	3	3	—	—
12th	4	3	3	—	—
13th	4	3	3	1	—
14th	4	3	3	1	—
15th	4	3	3	2	—
16th	4	3	3	2	—
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Lend Aid You use your companion's unique magical aptitude to bolster your beneficial magics. You cast a spell that targets a friendly creature as part of this command. When you do, your companion uses its action to bolster the spell's effect. If the target of the spell is within 15 feet of your companion, it gains additional benefits based on what it does.

- Spells that regain hit points, or grant temporary hit points such as *cure wounds* or *false life* get a bonus to their healing equal to your Wisdom modifier (minimum 1)
- When you cast a spell that has requires an enemy to make a saving throw to harm an ally, such as *sanctuary*, the spell's DC increases by 1.
- If the spell has a duration, but does not require concentration, such as *aid*, the duration is doubled.

Only one of these benefits can affect a spell at a time. If the spell targets multiple friendly creatures within your companion's radius, you must choose which one it affects.

HELPING HAND

Starting at 6th level, you have tailored your magic to helping others. When you prepare your spells during a long rest, you can choose to replace a number of spells on the primeval champion spell list with spells from the cleric spell list. The number of spells you can replace is equal to your Wisdom modifier (minimum 1). The spells must not deal damage in any way, and must be able to target allies.

ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft.

EAGER PARTICIPANT

At 14th level, your companion's magical aptitude strengthens. The radius of your Lend Aid command increases to 30 feet and can affect an additional creature within its radius.

BASTION OF BENEFITS

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 5 ft.

Your companion's healing properties now act passively while near by. Each friendly creature that starts its turn within 30 feet of your companion regenerates 5 hit points.



ORDER OF THE LEVIATHAN

Your companion is a massive marine reptile called a leviathan, named for the great deep-dwelling beasts of legend. Leviathans are the titans of the ocean, hunting everything and anything in their territory.

Some examples of your companion include Kronosaurus, Mosasaurus, and Plesiosaurus.

ORDER OF THE LEVIATHAN FEATURES

Primeval Champion Level	Feature
1st	Leviathan Companion, Deep Sea Lifestyle
3rd	Juvenile Advancement
6th	Depth Dweller
10th	Adolescent Advancement
14th	Blood Hunter
18th	Ship Breaker

LEVIATHAN COMPANION

Beginning when you take this order at 1st level, you have hatched a leviathan, a massive marine reptile that lives its entire life in the depths of the ocean.

LEVIATHAN COMPANION

Small beast (alignment same as champion)

Armor Class 11 + its Dexterity modifier + your proficiency bonus

Hit Points 1d10 + its Constitution modifier

Speed 5 ft., Swim 40 ft.

Vision darkvision 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Amphibious. The Leviathan Companion can hold its breath for 30 minutes.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.
Hit: 1d10 + its Strength modifier piercing damage.

DEEP SEA LIFESTYLE

Also when you take this order at 1st level, you and your companion spend most of your time in the open ocean. You have a swim speed equal to your movement speed and can hold your breath for twice as long.



JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft., and its swim speed increases by 10 ft.
- Your companion can hold its breath for 45 minutes.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Chum the Enemy. Your order your companion to finish off injured targets. The next time your companion makes a bite attack a creature this turn, if that creature has less hit points than its hit point maximum, your companion has advantage on the attack. If the attack hits, increase the number of dino damage dice for the attack by 1.

DEPTH DWELLER

Starting at 6th level you and your companion are used to the harsh temperatures of the deep. You and your companion have resistance to cold damage.

Additionally, your swim speed increases by 20 feet.

ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft., and its swim speed increases by 10 ft.
- Your companion can hold its breath for 1 hour.

BLOOD HUNTER

At 14th level, your companion can seek out blood in the water like a missile. When you use your Chum the Enemy command, your companion can move up to half its swim speed before making an attack. If your companion reduces a creature to 0 hit points with your the command's bite attack, it can then move up to 20 feet towards a hostile creature.

SHIP BREAKER

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 5 ft., and its swim speed increases by 10 ft.
- Your companion can hold its breath for 2 hours.

Your companion's size and power make it an aquatic siege engine. While in the water, any damage your companion deals to structures is doubled.

Additionally, the extra dino damage dice granted from your Chum the Enemy command increases to 3.

VARIANT SIZE RULE

Given the scope and obvious limitations of having as fully aquatic animal, if your DM allows it, the size chart of your companion can be increased by one. Meaning that it starts at Medium and then goes Large, Huge Gargantuan.



ORDER OF THE LONGJAW

Your companion is a longjaw, a massive amphibious theropod with a long crocodile-esque skull. Longjaws are the apex hunters of wetlands and coasts.

Some examples of your companion include Baryonx, Spinosaurus, and Suchomimus,

ORDER OF THE LONGJAW FEATURES

Primeval Champion Level	Feature
1st	Longjaw Companion, Aquatic Lifestyle
3rd	Juvenile Advancement
6th	Depth Hunter
10th	Adolescent Hunter
14th	Death Grip
18th	Aquatic Apex

LONGJAW COMPANION

Beginning when you take this order at 1st level, you have hatched an longjaw, a huge theropd that makes its home near large bodies of water. Longjaws are well known for their incredible bite force.

LONGJAW COMPANION

Small beast (alignment same as champion)

Armor Class 12 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Amphibious. The Longjaw Companion can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.
Hit: 1d10 + its Strength modifier piercing damage.



AQUATIC LIFESTYLE

Also when you take this order at 1st level, you and your companion spend most of your time in the water. While underwater, you and your companion have 60 feet of darkvision.

Additionally, you have a swim speed equal to your movement speed.

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft., and its swim speed increases by 10 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Grab and Hold. Your order your companion to hold fast to an enemy. The next time your companion hits a creature with a bite attack this turn, it can use its bonus action to grapple the target.

DEPTH HUNTER

Starting at 6th level you and your companion are used to the harsh temperatures of the deep. You and your companion have resistance to cold damage.

Additionally, you and your companion can hold your breath for twice as long.



ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft., and its swim speed increases by 10 ft.

DEATH GRIP

At 14th level, your companion's jaws are nigh inescapable. When your companion grapples a target with the bite attack granted by your Grab and Hold command, the creature is also restrained.

Additionally, while your companion is fully submerged in water, any hit against it with that is a critical hit becomes a normal hit.

AQUATIC APEX

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 5 ft., and its swim speed increases by 10 ft.

If your companion is at least half submerged in water, the bite attack from your Grab and Hold automatically hits.



ORDER OF THE RIPJAW

Your companion is one of many different large theropods. Ripjaws mature quickly and are known for their loyalty and aggression, making them excellent combat mounts.

Some examples of your companion include Allosaurus, Carnotaurus, Ceratosaurus, Dilophosaurus, and Majungasaurus,

ORDER OF THE RIPJAW FEATURES

Primeval Champion Level	Feature
1st	Ripjaw Companion, Hunting Pair
3rd	Ripjaw's Growth
6th	Rapid Adulthood
10th	Protective Instincts
14th	United Aggression
18th	Serrated Strikes

RIPJAW COMPANION

Beginning when you take this order at 1st level, you have hatched a Ripjaw, a large theropod who's loyalty and hardiness make it the a great guard animal and mount.

RIPJAW COMPANION

Small beast (alignment same as champion)

Armor Class 12 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.
Hit: 1d8 + its Strength modifier slashing damage.

HUNTING PAIR

Also when you take this order at 1st level, you and your companion are well versed in hunting and tracking. Both you and your companion gain proficiency in Survival.

Additionally, your companion doubles its proficiency bonus when making Wisdom (Survival) checks made to track a creature.

RIPJAW'S GROWTH

At 3rd level your companion grows larger and gains the following benefits.

- Its size increases to Medium.
- Its speed increases by 5 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Rend. You command your companion to shred the target of your ire. The next time your companion makes an attack this turn, it wounds the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw equal to 8 + your proficiency bonus + your companion's Strength modifier (minimum 1), ending the effect of all such wounds on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.





RAPID ADULthood

At 6th level your companion reaches full maturity, gaining the following benefits.

- Its size is now Large.
- Its speed increases by 10 ft.

PROTECTIVE INSTINCTS

Starting at 10th level, Your companion can protect you from harm. As an action, your companion designates a creature as a threat to you. Until the start of your next turn, the target's attack rolls against you have disadvantage as long as your companion is within 5 feet of you. Your companion can use this feature a number of times per long rest equal to your proficiency bonus.

Additionally, while you and your companion are within 5 feet of each other, neither of you can be surprised.

UNITED AGGRESSION

At 14th level, you and your companion strike viciously together in the heat of combat. While you and your companion are within 5 feet of each other, weapon attacks made by you and your companion score a critical hit on a roll of 19 or 20.

SERRATED STRIKES

At 18th level, your companion has mastered the ability to shred your opponents. The damage dice for your Rend command increase to 1d6, and the saving throw is now $8 +$ double your proficiency bonus + your companion's Strength modifier (minimum 1).



ORDER OF THE SICKLECLAW

Your companion is a sickleclaw, a large raptor named for its large scythe like claw on each foot. Sickleclaws are highly intelligent and make excellent hunters due to their speed and aggression.

Some examples of your companion include Achillobator, Dakota Raptor, and Utah Raptor,

ORDER OF THE SICKLECLAW FEATURES

Primeval Champion Level	Feature
1st	Sickleclaw Companion, Run with the Pack
3rd	Raptor Pounce
6th	Deadly Ambush
10th	Long Claws
14th	Blending In
18th	Eviscerating Strike

SICKLECLAW COMPANION

Beginning when you take this order at 1st level, you have hatched an Sickleclaw, a large dromeosaur that is highly intelligent and highly aggressive.

Since Sickleclaws are built for speed and agility, the extra weight of a rider can slow them down. While mounted on your sickleclaw, its speed is reduced by 10 feet.

SICKLECLAW COMPANION

Small beast (alignment same as champion)

Armor Class 11 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 35 ft.

Vision darkvision 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1) 16 (+3) 14 (+2) 6 (-2) 12 (+1) 6 (-2)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Claws. *Melee Weapon Attack:* your proficiency bonus + its Dexterity modifier to hit, Reach 5ft., one target. *Hit:* 1d10 + its Dexterity modifier slashing damage.

RUN WITH THE PACK

Also when you take this order at 1st level, you have learned to better keep pace with raptors. Your movement speed increases by 10 ft.

Additionally, your companion can take the Hide action as a bonus action

RAPTOR POUNCE

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 10 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Pounce. You order your companion to pounce on an enemy. Your companion uses its action to move 15 feet in a straight line towards a creature. If your companion ends its movement within 5 feet of the target, the creature must make a Dexterity saving throw equal to 8 + your proficiency bonus + your companion's Dexterity modifier (minimum 1). On a failed save, the target is knocked prone. Whether the save is a success or a failure, your companion makes a claw attack against the target.

DEADLY AMBUSH

Starting at 6th level, your companion has become a deadly ambush predator. Any hit your companion scores against a creature that is surprised is a critical hit.

Additionally, your movement speed increases by 5 ft.

LONG CLAWS

At 10th level, your companion is fully grown, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 10 ft.

Additionally, when a creature fails the saving throw of your Pounce command, it is grappled by your companion.



BLENDING IN

At 14th level you and your companion have mastered the art of stealth. When you or your companion make a hide check, each of you double your proficiency bonus for the roll.

Additionally, if a creature has failed their Wisdom (Perception) check to spot you or your companion while you are hidden, they have disadvantage on their next Wisdom (Perception) check to spot you.

EVisCERATING STRIKE

At 18th level, your companion eviscerates their enemies. When your companion critically hits a hostile creature from the claw attack granted from your Pounce command, double the dino damage dice for the attack.



ORDER OF THE SPELLHIDE

Your companion is one of many different species of bipedal dinosaurs that range between 10-20 feet long and 4-6 feet high. These animals have a unique connection to magic, which you have learned to harness.

Some examples of your companion include Archaeornithomimus, Coelophysis, Monolophosaurus and Pachycephalosaurus,

ORDER OF THE SPELLHIDE FEATURES

Primeval Champion Level	Feature
1st	Spellhide Companion, Spellcasting
3rd	Spellhide Focus
6th	Growth Spurt
10th	Mana-Bond Casting
14th	Archaic Resistance
18th	One with the Spellhide

SPELLHIDE COMPANION

Beginning when you take this order at 1st level, you have hatched a Spellhide, a moniker given to medium sized bipedal dinosaurs that are naturally attuned to magic.

SPELLHIDE COMPANION

Small beast (alignment same as champion)

Armor Class 11 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (-4)	16 (+3)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target. *Hit:* 1d6 + its Strength modifier piercing damage.

SPELLCASTING

Also when you join this order at 1st level, you undergo training to use ancient magics to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the spellhide spell list.

PREPARING & CASTING SPELLS

The Order of the Spellhide table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spellhide spells, you must expend a slot of the spell's level or higher.

You regain all expended spell slots when you finish a long rest. You prepare the list of spellhide spells that are available for you to cast, choosing from the spellhide spell list. When you do so, choose a number of spellhide spells equal to your Wisdom modifier + half your primeval champion level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level order of the spellhide, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of spellhide spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY.

Wisdom is your spellcasting ability for your spellhide spells, since your magic draws on your attunement to the creatures of the world and their spiritual energy. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spellhide spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your spellhide spells.

ORDER OF THE SPELLHIDE SPELLCASTING

Level	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—
2nd	2	—	—	—	—
3rd	3	—	—	—	—
4th	3	—	—	—	—
5th	4	2	—	—	—
6th	4	2	—	—	—
7th	4	3	—	—	—
8th	4	3	—	—	—
9th	4	3	2	—	—
10th	4	3	2	—	—
11th	4	3	3	—	—
12th	4	3	3	—	—
13th	4	3	3	1	—
14th	4	3	3	1	—
15th	4	3	3	2	—
16th	4	3	3	2	—
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

SPELLHIDE FOCUS

At 3rd level, the magic shared between you and your companion acts as a conduit. As long as your companion is within 30 feet of you, it counts as a druidic focus for you.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Channel the Weave. You order your companion to deliver a spell. Cast a spell with a range of touch as part of this command. When you do, the magic transfers into your companion as long as they are within 30 feet of you. The spell stays stored within your companion for a number of rounds equal to its Wisdom modifier (minimum 1). While the spell is stored within it, when your companion makes an attack against a hostile creature the spell is transferred to the target instead of the attack's damage. If the spell is meant for a friendly creature, the spellhide uses its action to touch the target and deliver the spell's effects to them.

Your spellhide can only hold spell at a time in this manner. If the spell is not transferred by the end of the duration, it fizzles harmlessly into nothing.

GROWTH SPURT

At 6th level, your companion reaches adulthood and gains the following benefits:

- Its size increases to Medium
- Its speed increases by 10 ft.

MANA-BOND CASTING

Starting at 10th level, you can bolster your companion's offense and defense with your magic. When you cast a spell and target just yourself with it, the spell is also cast on your companion as long as it is within 30 feet of you. If the spell requires concentration and you lose concentration on it, the spell's effects end for both of you.

ARCHAIC RESISTANCE

At 14th level, your spellcasting gives some measure of protection to your companion. Whenever you cast a spell of 1st-level or higher, your companion gains a bonus to their AC equal to the level of the casted spell until the start of your next turn.

ONE WITH THE SPELLHIDE

At 18th level, your companion is so infused with your magic that it can help maintain focus on spells. Whenever you cast a spell with concentration, you can have your companion concentrate on it instead of you. Your companion can concentrate on the spell for a number of rounds equal to its Wisdom Modifier (minimum 1). Your companion must be within 30 feet of you for you to be able to transfer concentration to them.

At the end of the duration, you can choose to regain concentration on the spell or let it end. If you choose to take back concentration of the spell and you are concentrating on another spell, that spell ends as the other returns to you.

Additionally, your companion now acts as a druidic focus for you as long as it is within 60 feet of you.



ORDER OF THE SUNWING

Your companion is a pterosaur of immense size, dubbed a sunwing for their ability to block out the sun with their wingspan.

Some examples of your companion include Hatzegopteryx, Quetzalcoatlus, and Tropeognathus

ORDER OF THE SUNWING FEATURES

Primeval Champion Level	Feature
1st	Sunwing Companion, Withstand the Force
3rd	Juvenile Advancement
6th	Emergency Landing
10th	Adolescent Advancement
14th	Aerial Superiority
18th	Sky Titan

SUNWING COMPANION

Beginning when you take this order at 1st level, you have hatched an sunwing, a huge pterosaur who's flight in matched only by dragons.

SUNWING COMPANION

Small beast (alignment same as champion)

Armor Class 11 + its Dexterity modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Languages Understands the Primeval Champion's languages, but can't speak.

Actions

Bite. *Melee Weapon Attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.
Hit: 1d6 + its Strength modifier piercing damage.

WITHSTAND THE FORCE

Also when you take this order at 1st level, you've begun training to withstand the rigors of flight. You have advantage on saving throws against being pushed or knocked prone.

JUVENILE ADVANCEMENT

At 3rd level your companion continues to grow, gaining the following benefits:

- Its size increases to Medium.
- Its movement speed increases by 5 ft., and its fly speed increases by 10 ft.

Additionally, you learn a new combat command. This combat command doesn't count against the total number of commands you can learn.

Dive Bomb. You order your companion to attack from on high. Your companion uses its action to move up to its fly speed towards a target. If it ends this movement within 5 feet of a creature, it makes one bite attack and then can move up to half its fly speed without provoking opportunity attacks.





EMERGENCY LANDING

Starting at 6th level, your companion can grab you to lessen your falls. As a reaction when you are falling, your companion can move up to half its speed, if it ends this movement within 5 feet of you, it grabs you, reducing the falling damage you take by half.

Once you have used this feature, you can't do so again until you finish a short or long rest.

ADOLESCENT ADVANCEMENT

At 10th level, your companion still grows, and gains the additional following benefits:

- Its size increases to Large.
- Its movement increases by 5 ft., and its fly speed increases by 10 ft.

AERIAL SUPERIORITY

At 14th level your companion has mastered the art of attacking while air born. When you use your Dive Bomb command, your companion can move its full fly speed after the attack.

SKY TITAN

At 18th level your companion has fully matured and gains the following benefits:

- Its size increases to Huge.
- Its speed increases by 5 ft., and its fly speed increases by 10 ft.

When your companion hits a creature with the attack granted by your Dive Bomb command, it can attempt to pick them up. The target makes a Strength saving throw equal to $8 + \text{your proficiency bonus} + \text{your companion's Strength Modifier (minimum 1)}$. On a failure, the creature is grappled and restrained by your companion.

CUSTOMIZING YOUR COMPANION

In this chapter we will discuss how to customize your companion, including different types of attacks, suggestions for what skills and feats make sense for your prehistoric order, and how to do some mild class customization.

SKILLS

There are only two skill that can really be across the board for all the companions.

Perception. Any creature can have heightened senses if you wish.

Survival. Mostly used for tracking down food and other animals, it is viable for every companion.

FEATS

These feats are able to be taken by any companion.

- Alert
- Durable
- Observant (*Pretty much only for the Wisdom increase and Perception checks*)
- Resilient
- Savage Attacker
- Sentinel
- Tough

If you intend to use your companion as a mount, don't forget the Mounted Combatant feat for yourself!

AEGISAURS

On top of being built like tanks, Aegisaur's have some of the highest species variance between ankylosaurs, ceratopsians, and stegosaurs.

Attacks. Stomp is something all three can do with ease, but given their variance here are some ideas on how to personalize them a little more. For ankylosaurs, change the stomp to a Tail attack, and keep the bludgeoning damage. For ceratopsians, replace the stomp with a Horn attack that deals piercing instead of bludgeoning. For stegosaurs, replace the stomp with a tail attack (a thagomizer attack if you want to be specific) that deals piercing damage instead of bludgeoning damage.

Skills. Aegisaur's are large lumbering creatures, as such they're not very acrobatic. Athletics can work in specific instances, but wouldn't be as versatile for such a creature. Given their size and demeanor, Intimidation works well.

Feats. Given their ability to charge, the Charger feat can be taken to double up on the ability to stride into combat.

CHITTERING SWARM

Their tiny size makes them excellent scouts!

Group Benefits. When you choose a skill proficiency or feat for your chittering swarm, it applies to all three companions.

Skills. Being tiny agile creatures, both Acrobatics and Stealth make sense for the tiny terrors. If you wanted to roleplay them as the pets of thieves, you could use Sleight of Hand in combination with the Fetch combat command to pickpocket people.

Feats. With their size and agility, both Mobile and Skulker can be used to great advantage on such tiny creatures.

DREADMAW

With their size and ferocity, Dreadmaws are the pinnacle of predatory evolution.

Skills. As large predators, Athletics can be used to grapple a creature in its jaws. Intimidation through the use of Strength instead of Charisma is also viable given their reputation and size.

Feats. As a large combat mount, Charger and Mobile are both excellent choices for getting in and out of combat. If you took Athletics for the grapple potential, Grappler can be a useful feat for keeping hold of your targets.

GREAT TITAN

With their immense size, these sauropods are walking fortresses.

Skills. Due to their sheer size and lumbering nature, not many skills can be said to apply well to great titans. You could choose athletics given their great strength, or even intimidation due to their sheer size.

Feats. Due to their slow movement, Mobile can be very useful in getting them around faster.

HERDCALLER

Friendly giants with magic properties, these dinos are great healer companions.

Skills. With their need to help others, Medicine can be taken in order to "sense" injuries or illness, and Mobile is an excellent option for getting to the wounded faster.

Feats. Mobile is useful for getting to injured allies a bit faster.

LEVIATHAN

Apex ocean predators that rule the deep seas.

Skills. As aquatic predators, Athletics can be used to swim in turbulent waters. You could also use Acrobatics for precise underwater maneuvering.

Feats. With their slow land speed, Mobile can be useful for keeping them moving.

LONGJAW

Apex predators of the coasts and rivers, their jaws rarely let go of prey.

Skills. As aquatic predators, Athletics can be used to increase your grapple checks and swim in turbulent waters. Given their size and capabilities, Intimidation through the use of Strength instead of Charisma can also be used.

Feats. Mobile can be very useful for increasing your companion's movement speed.

RIPJAW

Smaller than a Dreadmaw, but just as deadly, these companions are great combat mounts.

Attacks. If you'd prefer a companion with more focus on claws than teeth, you can change the Bite attack to a Claw attack that deals slashing damage.

Skills. As large predators, Athletics can be used to grapple a creature in its jaws or claws. Intimidation through the use of Strength instead of Charisma is also viable given their reputation and size.

Feats. As a large combat mount, Charger and Mobile are both excellent choices for getting in and out of combat. If you took Athletics for the grapple potential, Grappler can be a useful feat for keeping hold of your targets.

SICKLECLAW

Speedy ambush predators that shred their foes.

Skills. Athletics and Acrobatics make sense given the build of raptors. Given their ability to ambush prey, Stealth also works.

Feats. With their agility and ambush nature, both Mobile and Skulker work for these companions. If you intend to use your companion as a mount, Charger can also work.

SPELLHIDE

Unique companions that can channel magic!

Attacks. Spellhides come in many different species. If your companion uses its claws more, than replace the Bite attack with a Claw attack that deals slashing damage instead of piercing damage. For an animal such as Pachycephalosaurus replace the bite attack with a Headbutt attack that deals bludgeoning damage instead of piercing damage.

Skills. With their connection to the weave, spellhides can use Arcana to sniff out magic, using Wisdom instead of Intelligence. They can also use Athletics to grapple and help with movement.

Feats. Due to their connection to the weave, spellhides can take the Mage Slayer feat to help against magical combatants. If your companion has Athletics for grappling, Grappler is a useful feat to help them out. Mobile can also be good for getting around the battlefield with spells to transfer.

SUNWING

Titans of the sky and masters of aerial combat!

Skills. With their aerial finesse, both Acrobatics and Athletics makes sense for your companion. If you intend to use clouds and ground clutter to mask your flight, stealth can be justified.

Feats. If your companion has a habit of picking up creatures and dropping them, grappler may be a good fit. Mobile is always a good fit for moving faster.



PRIMEVAL CHAMPION SPELL LIST

The expanded spell list with the homebrew spells used for the archetype bonus spells can be found in the book

[Shadowheart Apocrypha: Spells.](#)

1ST LEVEL

Beast Bond
Cure Wounds
Detect Magic
Detect Poison and Disease
Expeditious Retreat
Feather Fall
Find Familiar
Hunter's Mark
Inflict Wounds
Speak with Animals

2ND LEVEL

Aid
Barkskin
Beast Sense
Darkvision
Healing Spirit
Locate Animals or Plants
Lesser Restoration
Pass without Trace
Protection from Poison
Warding Bond

3RD LEVEL

Catnap

Conjure Animals
Dispel Magic
Feign Death
Haste
Nondetection
Life Transference
Remove Curse
Spirit Guardians
Water Breathing

4TH LEVEL

Dominate Beast
Freedom of Movement

Guardian of Nature
Locate Creature
Polymorph
Stoneskin

5TH LEVEL

Commune with Nature
Dream
Far Step
Greater Restoration
Legend Lore
Mass Cure Wounds
Mislead



PART II

Revised Classes



FIGHTER REMASTERED

The fighter, quintessential martial class of D&D. In current era of 5th Edition the fighter's base class can be boiled down to that lovely sound of making attacks.

But what if it could be more. Amongst the D&D community I see time and time again the same comment, *"the battlemaster archetype is the most fun," "all fighters should be battlefield tacticians, not just the battlemaster," "the battlemaster should have been what the fighter was"*

So that's exactly what this project aims to do. No complicated from the ground rework, no new mechanics or resources. The goal of the Fighter Remastered is to integrate the battlemaster's maneuvers and superiority dice into the main fighter class. Will there be changes? Yes. Will there be new content? Well a few of my custom fighting styles, but also I'll be condensing all the "officially published" fighter content into this document

This document will not contain any archetypes, as they are not being altered (unless you count the removal of the battlemaster archetype). This remaster does not change the levels at which you gain archetype features, so there's no need to worry about that either!



THE FIGHTER

Level	Proficiency Bonus	Features	Maneuvers Known	Number of Superiority Dice	Superiority Dice Size
1st	+2	Fighting Style, Second Wind	—	—	—
2nd	+2	Action Surge (one use), Combat Superiority	3	2	d6
3rd	+2	Martial Archetype	3	2	d6
4th	+2	Ability Score Improvement, Martial Versatility	3	2	d6
5th	+3	Extra Attack	4	2	d6
6th	+3	Know Your Enemy	4	3	d6
7th	+3	Martial Archetype Feature	4	3	d8
8th	+3	Ability Score Improvement, Martial Versatility	5	3	d8
9th	+4	Indomitable (one use)	5	3	d8
10th	+4	Martial Archetype Feature	5	4	d8
11th	+4	Extra Attack (2)	6	4	d8
12th	+4	Ability Score Improvement, Martial Versatility	6	4	d10
13th	+5	Indomitable (two uses)	6	4	d10
14th	+5	Relentless	7	5	d10
15th	+5	Martial Archetype Feature	7	5	d10
16th	+5	Ability Score Improvement, Martial Versatility	7	5	d10
17th	+6	Action Surge (two uses), Indomitable (three uses)	8	5	d12
18th	+6	Martial Archetype Feature	8	6	d12
19th	+6	Ability Score Improvement, Martial Versatility	8	6	d12
20th	+6	Extra Attack (3)	8	6	d12

CLASS FEATURES

As a fighter, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: One type of artisan's tools

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 5d4 x 10 gp.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. Your fighting style options can be found at the end of this document.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

COMBAT SUPERIORITY

At 2nd level you learn maneuvers that are fueled by special dice called superiority dice.

MANEUVERS

You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn additional maneuvers at certain levels as shown in the Maneuvers Known section of the Fighter table. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

SUPERIORITY DICE

You have two superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long rest. The size of your superiority dice and how many you have increase as you level, as shown in the Fighter table.

SAVING THROWS

Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Maneuver Save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.





ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

MARTIAL VERSATILITY

Also at 4th level, you can do one of the following, as you shift the focus of your martial practice:

- Replace a fighting style you know with another fighting style available to fighters.
- Replace a maneuver you know with a different maneuver.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

KNOW YOUR ENEMY

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels, if any
- Fighter class levels, if any

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

RELENTLESS

Starting at 14th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

FIGHTING STYLES

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLADE DANCER

When making a melee weapon attack roll with a weapon that deals slashing damage, you score a critical hit on a roll of 19 or 20 as long as you have advantage on the attack.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

CRUSHING DOMINATOR

When you score a critical hit against a creature with a melee weapon attack that deals bludgeoning damage, that creature is knocked prone, and their speed is reduced to 0 until the end of your next turn.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SADDLE WARRIOR

While you are mounted on a creature, once per turn you can choose to gain advantage on one attack roll you make that turn.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

CLOSE QUARTERS SHOOTER

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

TUNNEL FIGHTER

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

VICIOUS LANCER

When you hit a creature with a melee weapon attack that deals piercing damage, if you roll the maximum result for at least one of the damage dice for that weapon, the target creature's AC is reduced by 1 until the start of your next turn. A creature's AC can't be reduced in this way more than twice.



MANEUVERS

AMBUSH

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

BAIT AND SWITCH

When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

BRACE

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

COMMANDING PRESENCE

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DISTRACTING STRIKE

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

EVASIVE FOOTWORK

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

FEINTING ATTACK

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature before the end of your turn. If that attack hits, add the superiority die to the attack's damage roll.

GOADING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

GRAPPLING STRIKE

Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action (see the Player's Handbook for rules on grappling). Add the superiority die to your Strength (Athletics) check.

LUNGING ATTACK

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

MANEUVERING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

MENACING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

PARRY

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

PRECISION ATTACK

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.



PUSHING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

QUICK TOSS

As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

RALLY

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

SWEEPING ATTACK

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

TACTICAL ASSESSMENT

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

TRIP ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

SORCERER REVISED

The vanilla 5th edition sorcerer seems more like a wizard with different gimmicks rather than a powerful spellcaster who draws magic from themselves rather than from the world around them.

This rework aims to rectify this problem and make sorcerers spellcasting powerhouses by changing some key parts of the sorcerer to make them stand out amongst the other spellcasters, as well as improve upon some of the sorcerer's better features to make them more appealing.

SORCERER CLASS CHANGES

The changes coming to the sorcerer include removing spell slots for spell points, improving upon the use of Metamagics, reworking the class capstone, and granting archetypes additional spells.

SPELL POINTS

In this version of the sorcerer, spell slots have been replaced with spell points. This separation makes them feel unique and powerful, as opposed to a wizard with a different gimmick.

With the new system, the sorcerer loses the ability to convert its old sorcery points into spells slot slots, but the nature of spell points allows the sorcerer to cast more spells per long rest, offsetting the need to restore slots.

Additionally, since all the past use of sorcery points now uses spell points, this version of the Sorcerer will have more spell points than the DMG rules suggest. This change also helps them stand out amongst groups that use spell points for all of their casters.

BONUS SPELLS

Something sorcerer archetypes don't get currently, giving them bonus spells like a large chunk of the other spellcasters allows the archetype to really drive home that they specialize in certain kinds of magic that comes naturally.

I did not provide lists of bonus spells for existing archetypes, only for the new archetypes in this document. If you intend to use this version of the sorcerer class with an officially published archetype, I highly suggest you sit down with your DM and work out what your bonus spell list should look like.

METAMAGIC

In addition to their normally scheduled Metamagic options, sorcerer's gain new Metamagic options at more frequent levels. Additionally whenever the sorcerer gains a level, they can swap out one Metamagic option for one they do not have.

This change allows for far more versatility with Metamagic options, and allows other homebrew options to be more viable without having to constantly pigeon hole yourself into the 'meta' choices.

CAREFUL SPELL

This option now works similar to the evocation wizard's Sculpt Spell feature, only a bit better. Vanilla sorcerers getting a worse Sculpt Spell seems cheap considering that as a sorcerer, the magic comes more naturally than that of a wizard. With this change, you spend the resource to get something on par with what an Evocation Wizard has passively at all times.

SORCEROUS RESTORATION

This change grants more spell points based on level to better reflect the sheer amount of points you have at 20th level.

NEW SPELLS

In this document you'll find many new spells mentioned within the various archetypes. You can find all of those spells in the [Shadowheart Apocrypha: Spells](#) document.



SORCERER

THE SORCERER

Level	Proficiency Bonus	Spell Points	Features	Cantrips Known	Spells Known	Max Spell Level
1st	+2	5	Spellcasting, Sorcerous Origin	4	2	1st
2nd	+2	7	Metamagic	4	3	1st
3rd	+2	17	—	4	4	2nd
4th	+2	21	Ability Score Improvement	5	5	2nd
5th	+3	30	—	5	6	3rd
6th	+3	35	Sorcerous Origin Feature	5	7	3rd
7th	+3	42	Metamagic	5	8	4th
8th	+3	48	Ability Score Improvement	5	9	4th
9th	+4	62	—	5	10	5th
10th	+4	69	Metamagic	6	11	5th
11th	+4	79	—	6	12	6th
12th	+4	79	Ability Score Improvement	6	12	6th
13th	+5	90	Metamagic	6	13	7th
14th	+5	90	Sorcerous Origin Feature	6	13	7th
15th	+5	102	—	6	14	8th
16th	+5	102	Ability Score Improvement	6	14	8th
17th	+6	116	Metamagic	6	15	9th
18th	+6	123	Sorcerous Origin Feature	6	15	9th
19th	+6	132	Ability Score Improvement	6	15	9th
20th	+6	142	Sorcerous Restoration	6	15	9th

CLASS FEATURES

As a sorcerer, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 3d4 x 10 gp.

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 of the *Player's Handbook* for the sorcerer spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SPELL POINTS

A sorcerer's magic comes from within their being, and as such, they pull from a pool of magical energy represented as spell points. Each spell has a point cost based on its level, represented in the table below. In order to cast a spell, you must deduct the number of points from the total number of spell points you have available. Cantrips do not cost any points. If you have less points than a spell's given point cost, you cannot cast it, and your spell points can't reach below 0.

SPELL POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
Cantrips	0	5th	7
1st	2	6th	9
2nd	3	7th	10
3rd	5	8th	11
4th	6	9th	13

The number of spell points you have per level is shown in the spell points column of the sorcerer table, and the level of spell you can cast with those points is shown in the max spell level column of the same table. You regain all spent spell points at the end of a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must not be of a higher level than your max spell level. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must not be of a higher level than your max spell level.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain additional Metamagic options at 7th, 10th, 13th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

ACCURATE SPELL

When you cast a spell that requires an attack roll, you can spend 2 spell points. When you do, you cast that spell with advantage.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect a number of those creatures from the spell's effects. To do so, spend 1 spell point and choose a number of those creatures equal to 1 + your Charisma modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

DEVASTATING SPELL

Whenever you cast a spell that requires an attack roll, you can spend 1 spell point. When you do, that spell scores a critical hit on a roll of 19-20.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 spell point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 spell point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 spell point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.



EXALTED SPELL

When you cast a spell that requires concentration, you may spend 5 spell points to remove the concentration requirement, the spell lasts its full duration. You can only have one spell under the effect of this metamagic at a time.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 spell points to double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 spell points to give one target of the spell disadvantage on its first saving throw made against the spell.

MALLEABLE SPELL

When you cast a spell that has an area of effect, you can spend 4 spell points to increase the dimensions of the area created by 5 feet.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 spell points to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

When you cast a spell, you can spend 1 spell point to cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of spell points equal to the spell's level to target a second creature in range with the same spell (1 spell point if the spell is a cantrip).

WOUNDING SPELL

When you cast a spell that deals damage, you can spend 4 spell points. When you do, a creature of your choice that was damaged by the spell has disadvantage on its next attack roll or saving throw.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

SORCEROUS RESTORATION

At 20th level, you regain a number of spell points equal to half your level + your Charisma modifier whenever you finish a short rest.

SPELL LIST

The expanded spell list with the homebrew spells used for this class can be found in the book [Shadowheart Apocrypha: Spells](#).

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Booming Blade
Chill Touch
Control Flames
Create Bonfire
Dancing Lights
Fire Bolt
Friends
Frostbite
Green-Flame Blade
Gust
Infestation
Light
Lightning Lure
Mage Hand
Mending
Message
Mind Sliver
Minor Illusion
Mold Earth
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Sword Burst
Thunderclap
True Strike

1ST LEVEL

Absorb Elements
Burning Hands
Catapult
Chaos Bolt
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Distort Value
Earth Tremor
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Grease
Ice Knife

Jump
Mage Armor
Magic Missile
Ray of Sickness
Shield
Silent Image
Silvery Barbs
Sleep
Tasha's Caustic Brew
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers
Air Bubble
Alter Self
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Dragon's Breath
Dust Devil
Earthbind
Enhance Ability
Enlarge/Reduce
Flame Blade
Flaming Sphere
Gust of Wind
Hold Person
Invisibility
Kinetic Jaunt
Knock
Levitate
Magic Weapon
Maximillion's Earthen Grasp
Mind Spike
Mirror Image
Misty Step
Nathair's Mischief
Phantasmal Force
Pyrotechnics
Rime's Binding Ice
Scorching Ray
See Invisibility
Shadow Blade
Shatter
Snilloc's Snowball Swarm
Spider Climb

Suggestion
Tasha's Mind Whip
Vortex Warp
Warding Wind
Web
Wither and Bloom

3RD LEVEL

Asharaldon's Stride
Blink
Catnap
Clairvoyance
Counterspell
Daylight
Dispel Magic
Enemies Abound
Erupting Earth
Fear
Fireball
Flame Arrows
Fly
Gaseous Form
Haste
Hypnotic Pattern
Intellect Fortress
Lightning Bolt
Major Image
Melf's Minute Meteors
Protection from Energy
Sleet Storm
Slow
Stink Cloud
Thunder Step
Tidal Wave
Tongues
Vampiric Touch
Wall of Water
Water Breathing
Water Walk

4TH LEVEL

Banishment
Blight
Charm Monster
Confusion
Dimension Door
Dominate Beast
Fire Shield
Greater Invisibility
Ice Storm
Polymorph

Raultholm's Psychic Lance
Sickening Radiance
Stoneskin
Storm Sphere
Vitrolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Animate Objects
Bigby's Hand
Cloudkill
Cone of Cold
Control Winds
Creation
Dominate Person
Enervation
Far Step
Hold Monster
Immolation
Insect Plague
Seeming
Skill Empowerment
Summon Draconic Spirit
Synaptic Static
Telekinesis
Teleportation Circle
Wall of Light
Wall of Stone

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Fizban's Platinum Shield
Flesh to Stone
Globe of Invulnerability
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Mental Prison
Move Earth
Otiluke's Resilient Sphere
Scatter
Sunbeam
Tasha's Otherworldly Guise
True Seeing

7TH LEVEL

Crown of Stars
Delayed Blast Fireball
Draconic Transformation
Dream of the Blue Veil
Etherealness

Finger of Death
Fire Storm
Plane Shift
Power Word Pain
Prismatic Spray
Reverse Gravity
Teleport
Whirlwind

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Demiplane
Dominate Monster
Earthquake
Incendiary Cloud
Power Word Stun
Sunburst

9TH LEVEL

Blade of Disaster
Gate
Mass Polymorph
Meteor Swarm
Power Word Kill
Psychic Scream
Time Stop
Wish



VARIANT RULES FOR SORCERER REVISED

BONUS SPELLS

These are some bonus spells for existing archetypes.

DIVINE SOUL

Choose a cleric domain. You gain domain's spells as your bonus spells.

DRACONIC ORIGIN

DRACONIC ORIGIN SPELLS

Sorcerer Level	Spell
1st	<i>chromatic orb, cause fear</i>
3rd	<i>alter self, dragon's breath</i>
5th	<i>fear, protection from energy</i>
7th	<i>elemental bane, secret chest</i>
9th	<i>hold monster, legend lore</i>

SHADOW MAGIC

If you choose to use the Shadow Magic archetype found in *Xanathar's Guide to Everything*, use this document's Shadowmancer bonus spells for it.

STORM SORCERY

STORM SORCERY SPELLS

Sorcerer Level	Spell
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, warding wind</i>
5th	<i>call lightning, thunderstep</i>
7th	<i>ice storm, storm sphere</i>
9th	<i>control winds, maelstrom</i>

WILD MAGIC

WILD MAGIC SPELLS

Sorcerer Level	Spell
1st	<i>chaos bolt, color spray</i>
3rd	<i>enlarge/reduce, levitate</i>
5th	<i>blink, tongues</i>
7th	<i>confusion, polymorph</i>
9th	<i>reincarnate, mislead</i>

ARCHETYPE CONVERSION

If you like this version of the sorcerer, making other homebrew sorcerer archetypes work with it is simple. All you need to do is change every instance of "sorcery points" to spell points and then give it a set of fitting bonus spells if it does not have them already.



WARLOCK REINVENTED

The vanilla 5th edition warlock is an interesting class to be sure, but it suffers from several pitfalls that are really only noticed by those that play the class often. *Eldritch blast* is an optional spell that is treated more of a class feature with its multiple Invocations.

Patrons themselves are great, but the Pact Boons seem like half baked without taking several invocations that to buff them. Several Invocations you acquire early on are outright better than others and as such, the class itself feels more like its something for multiclassing here and there, not for leveling the full 20 levels.

This rework aims to make the warlock work more like its 3.5 edition counterpart while being the toolbox the 5th edition version is meant to be.

WARLOCK CLASS CHANGES

The changes coming to this class include the removal of spells in the traditional sense, reworking invocations into three different types known as Patron Gifts, turning Pact Boons into a type of Invocation. This will help refine and specialize the toolbox caster the Warlock was meant to be.

SPELLS

Warlocks lose their ability to cast spells as one normally would. As a class feature they gain access to the *eldritch blast* cantrip, which is cast as it normally would be.

Spells for warlocks now come in the form of Invocations. These Invocations can be used a number of times per short rest and require no material components.

Mechanically they function the same as the old Warlock spells.

PATRON GIFTS

Invocations now come in three different types and at different complexities. There are Invocations, Blast Shape, and Patron Essence. Invocations allow you to cast a limited number of spells, Blast Shape modify how your *eldritch blast* functions, and Patron Essence alter your character's capabilities.

The complexities of these are Lesser, Greater, and Eldritch. Mechanically, these categories are granted at specific levels and allow you to take more powerful Invocations the higher level you are.

PATRONS

For the most part, Patrons are staying the same. The big change is that their bonus spells are automatically learned and not simply added to the spell list

PACT BOONS

These are being removed as a class feature, and added in as optional Patron Essence.



WARLOCK

THE WARLOCK

Level Proficiency Bonus Features			Spells	Spell Slots	Blast Shapes	Invocations	Spell Level
1st	+2	Otherworldly Patron, Eldritch Blast, Pact Gifts	2	2	—	—	1st
2nd	+2	—	3	3	1	—	1st
3rd	+2	Eldritch Sight	4	3	1	1	2nd
4th	+2	Ability Score Improvement	5	3	1	2	2nd
5th	+3	—	6	4	3	2	3rd
6th	+3	Otherworldly Patron Feature	7	4	2	3	3rd
7th	+3	—	8	4	3	3	4th
8th	+3	Ability Score Improvement	9	4	3	4	4th
9th	+4	—	10	5	4	4	5th
10th	+4	Otherworldly Patron Feature	10	5	4	5	5th
11th	+4	Mystic Arcanum (6th Level)	11	5	4	5	5th
12th	+4	Ability Score Improvement	11	5	4	6	5th
13th	+5	Mystic Arcanum (7th Level)	12	6	4	6	5th
14th	+5	Otherworldly Patron Feature	12	6	5	7	5th
15th	+5	Mystic Arcanum (8th Level)	13	6	5	7	5th
16th	+5	Ability Score Improvement	13	6	5	8	5th
17th	+6	Mystic Arcanum (9th Level)	14	7	6	8	5th
18th	+6	—	14	7	6	8	5th
19th	+6	Ability Score Improvement	15	7	6	8	5th
20th	+6	Eldritch Master	15	7	6	8	5th

CLASS FEATURES

As a warlock, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

STARTING WEALTH

If you choose to start with gold instead of equipment, your starting gold is 4d4 x 10 gp.

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being to gain great power. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

ELDRITCH BLAST

The magic your Patron has bestowed into you has allowed you to channel a portion of it as a powerful ranged damage spell. You learn the *eldritch blast* cantrip at 1st level.

As you level and your patron's power becomes more of your own, your *eldritch blast* can become more powerful through the use of Blast Shapes.

PACT GIFTS

Your patron's power manifests within you in many ways, fragments of forbidden knowledge that imbue you with an abiding magical ability. These gifts come in three types: Blast shapes, invocations, and spells.

The Warlock table shows you at which levels you learn new gifts, what kinds of gifts you can learn, and what level of spells you can learn. Whenever you gain a level in this class you can swap out a gift you know with one you don't know as long as they are from the same type (*For example, you can swap one invocation out for another invocation, but you can't swap one of them out for an blast shape*).

The list of Patron Gifts across all three types can be found at the end of the warlock class.

CANTRIPS

You know two cantrips of your choice from the warlock spell list.

SPELLS

The power that your patron grants you allows you to cast spells.

Invoking your patron's power allows you to cast certain spells a number of times per short rest. The Spells column of the warlock table shows how many spells you can know, and the Spell Slots column of the warlock table shows you how many you can cast per short rest.

When you learn a new spell, it must be of a level you can cast, as shown in the Spell Level column of the warlock table.

Your Spells are always cast at a specific spell level, shown in the Spell Level column of the Warlock table. The warlock spells you cast do not require material components unless they contain a component with a gold cost.

Charisma is your spellcasting ability for your spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier





BLAST SHAPES

The power of your *eldritch blast* increases as the powers your patron has gifted you become your own. Blast Shapes allow you to upgrade up your *eldritch blast* in different ways. When choosing an Blast Shape option, you must meet all prerequisites for it. Some Blast Shapes require a saving throw, when this is the case the Blast Shape uses your Spell Save DC. You gain new blast shapes at certain levels, as shown in the Blast Shapes column of the warlock table.

INVOCATIONS

As you continue to harmonize with the power you've been gifted, it permanently alters your soul, granting you several unique traits. Your invocations grant you permanent supernatural abilities to aid you on your journey and in some cases allow you to cast new spells. When choosing a Patron Essence option, you must meet all prerequisites for it. You gain new invocations at certain levels, as shown in the Invocations column of the warlock table.

At 3rd level, choose a bonus invocation that either has the Pact Essence tag or one that requires your patron as a prerequisite. You gain the chosen invocation, and it does not count against your maximum number of invocations known. You must meet all other prerequisites for the invocation.

ELDRITCH SIGHT

Beginning at 3rd level, your patron bestows on you a limited ability to sense magic. You learn the *detect magic* spell and it doesn't count against the number of invocations you know. You can cast *detect magic* a number of times per day equal to your proficiency bonus without expending a spell slot. You regain all uses of this feature when you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the mystic arcanum list. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more arcanums that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your mystic arcanum when you finish a long rest.

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain your spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots.

Once you regain your spell slots with this feature, you must finish a long rest before you can do so again.

BLAST SHAPES

These special abilities bestowed on you by your patron allow you to augment your *eldritch blast* in new and exciting ways.

Transfiguration. A blast shape with this tag alters the way your *eldritch blast* works on a fundamental level. You can only have one transfiguration blast shape affecting your *eldritch blast*.

AGONIZING BLAST

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

BEAM REDIRECTION

Transfiguration

The first time in a turn you miss with one of your *eldritch blast* beams, you can use your reaction to cast an additional *eldritch blast* beam. When you do, it must be against a different target within range that isn't the same target as the missed attack.

BESHADOWED BLAST

Prerequisites: 9th level

When you hit a creature with your *eldritch blast*, it must make a Dexterity saving throw. On a failed save the creature is blinded until the end of your next turn. A creature blinded in this way, or that passes the save, is immune to this feature for 24 hours.

ELDRITCH ANNIHILATION

Prerequisites: 12th level, transfiguration

The form of your *eldritch blast* is now ball of crackling energy that is a 10-foot radius sphere. One creature you can see within the sphere must make a Wisdom saving throw, the target takes damage from all of your *eldritch blast* beams on a failed save. If the target failed the save, each other creature within the radius must also make the saving throw or take damage equal to half of your maximum *eldritch blast* beams. The number of creatures that can be affected is equal to the maximum number of *eldritch blast* beams you can cast.

ELDRITCH BEAM

Prerequisites: 5th, transfiguration

The form of your *eldritch blast* is now a 60-foot long 5-foot wide line. Each creature within the line must make a Dexterity saving throw. The first target to fail the save takes the damage of half of your maximum *eldritch blast* beams. Any targets after the first that fails the save take the damage of one of your *eldritch blast* beams.

ELDRITCH ELEMENTS

Prerequisites: 7th level

When you finish a long rest you can choose Acid, Cold, Fire, Force, Lightning, Poison, or Thunder. When you cast *eldritch blast*, it deals the chosen damage type. When you finish a long rest, you can change the element to one of the other listed damage types.

ELDRITCH ENERVATION

Prerequisites: 15th level, transfiguration

The form of your *eldritch blast* is now channeled directly into a creature. One creature you can see within range must make a Charisma saving throw, the target takes damage from all of your *eldritch blast* beams on a failed save. If a creature drops to 0 hit points from this, you can use your bonus action to cast *eldritch blast* again on a second target, dealing only one beam of damage to the target.

ELDRITCH EXHALATION

Transfiguration

The form of your *eldritch blast* is now a 15-foot cone that you exhale like a dragon's breath weapon. A number of creatures within the cone make a Dexterity saving throw, taking the damage of one of your *eldritch blast* beams on a failed save. The number of creatures that can be affected is equal to the number of *eldritch blast* beams you can cast.

ELDRITCH PULSE

Transfiguration

The form of your *eldritch blast* is now a shockwave with a 10-foot radius sphere centered on you. A number of creatures within the area of effect make a Strength saving throw, taking the damage of one of your *eldritch blast* beams on a failed save. The number of creatures that can be affected is equal to the number of *eldritch blast* beams you can cast.

ELDRITCH SPEAR

When you cast *eldritch blast*, its range is 300 feet.





ELDRITCH STORM

Prerequisites: 15th level

When you cast *eldritch blast* for the first time in a turn, you can expend a spell slot to double the number of beams cast by the spell. Once you have used this blast shape, you can't do so again until you finish a long rest.

ELDRITCH VENOM

Prerequisites: 7th level, transfiguration

The form of your *eldritch blast* is now a pair of spikes that erupt from the ground and pierce your target. A pierced creature makes a Constitution saving throw. On a failed save, the target takes damage from all of your *eldritch blast* beams.

EXPANDED BLAST

Prerequisites: 9th level

The damage of your *eldritch blast* becomes 1d12 and you gain resistance to force damage.

FRIGHTFUL BLAST

Prerequisites: 7th level

When you hit a creature with your *eldritch blast*, it must make a Wisdom saving throw. On a failed save the creature is frightened of you until the end of your next turn. A creature frightened in this way, or that passes the save, is immune to this feature for 24 hours.

GRASP OF HADAR

Not compatible with Repelling Blast

Once on each of your turns when you hit a creature with your *eldritch blast*, you can move that creature in a straight line 10 feet closer to you.

LANCE OF LETHARGY

Prerequisites: 5th level

Once on each of your turns when you hit a creature with your *eldritch blast*, you can reduce that creature's speed by 10 feet until the end of your next turn.

REPELLING BLAST

Not compatible with Grasp of Hadar

Once on each of your turns when you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

SICKENING BLAST

Prerequisites: 9th level

When you hit a creature with your *eldritch blast*, it must make a Constitution saving throw. On a failed save the creature is poisoned until the end of your next turn. A creature poisoned in this way, or that passes the save, is immune to this feature for 24 hours.

INVOCATIONS

Your patron has bestowed upon you a piece of their infinite essence, granting you incredible supernatural powers.

ASPECT OF THE MOON

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity.

ASSUME FORM

Prerequisites: 7th level

You gain an additional creature type that relates to your patron. Some examples include Fey for the Archfey or Abberation for the Great Old one. This change is also reflected in your physical appearance, such as horns from the Fiend or a halo from the Celestial. Any spells or abilities that affect those creatures also affect you. Work with your DM to determine what creature type and physical changes best represent your patron.

BLADE PACT

Pact Essence

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 of the *Player's Handbook* for weapon options). You are proficient with it while you wield it, and it uses your Charisma instead of Strength or Dexterity for its attack and damage rolls. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.

You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

BURNING HEX

Prerequisites: Hexblade patron

As a bonus action, you cause a target cursed by your Hexblade's Curse to take fire damage equal to your Charisma modifier (minimum of 1).

CAIPHON'S BEACON

Prerequisites: Great Old One patron

The purple star Caiphon is the doom of inexperienced mariners. Those who use its deceptive light to guide their travels invariably come to ruin. You gain proficiency in the Deception and Stealth skills, and you have advantage on attack rolls against charmed creatures.

CHAIN PACT

Pact Essence

You learn the *find familiar* spell as an Invocation and can cast it as a ritual. The spell doesn't count against your number of Invocations known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

CHILLING HEX

Prerequisites: Hexblade patron

As a bonus action, you cause frost to swirl around a target cursed by your Hexblade's Curse, dealing cold damage to each of your enemies within 5 feet of the target. The cold damage equals your Charisma modifier (minimum of 1).

CLOAK OF BAAZELBUL

Prerequisites: Fiend patron

As a bonus action, you can conjure a swarm of buzzing flies around you. The swarm grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. In addition, a creature that starts its turn within 5 feet of you takes poison damage equal to your Charisma modifier. You can dismiss the swarm with another bonus action.

CLOAK OF FLIES

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

Once you use this invocation, you can't use it again until you finish a short or long rest.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

ESSENCE OF THE LOST

Prerequisites: Sorrow-Sworn patron

Whenever a creature within 30 feet of you drops to 0 hit points, you can use your reaction to gain temporary hit points equal to half your warlock level + your Charisma modifier (minimum 1).

EYES OF THE RUNE KEEPER

You can read all writing.

FRESH SHED

Prerequisites: 5th level, Great Serpent Patron

When you use your Shed Skin feature while in your Ophidian Form, you gain temporary hit points equal to half the amount of hit points you regained.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

GIFT OF THE DEPTHS

Prerequisites: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast *water breathing* once without expending an invocation use. You regain the ability to do so when you finish a long rest.

GHOSTLY GAZE

Prerequisites: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

Once you use this invocation, you can't use it again until you finish a short or long rest.

GREEN LORD'S GIFT

Prerequisites: Archfey patron

The Green Lord oversees a verdant realm of everlasting summer. Your soul is linked to his power. Whenever you regain hit points, you treat any dice rolled to determine the hit points you regain as having rolled their maximum value.

PATH OF THE SEEKER

Prerequisites: Seeker patron

The Seeker bids you to travel in search of knowledge, and little can prevent you from wading this path. You ignore difficult terrain, have advantage on all checks to escape a grapple, manacles, or rope bindings, and advantage on saving throws against being paralyzed.

MADDENING HEX

Prerequisites: 5th level; hex spell or a warlock feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by a warlock feature of yours, such as Hexblade's Curse or a Invocation such as Mark of Ill Will or Sign of Ill Omen.

When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

ONE WITH SHADOWS

Prerequisites: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

RAVEN QUEEN'S BLESSING

Prerequisites: Raven Queen patron

When you score a critical hit with your *eldritch blast* cantrip, pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die to regain hit points equal to the roll + the creature's Constitution modifier (minimum of 1 hit point).

RELENTLESS HEX

Prerequisites: 7th level; a spell or warlock feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by a warlock feature of yours, such as Hexblade's Curse or a Invocation such as Mark of Ill Will or Sign of Ill Omen.

SEEKER'S SPEECH

Prerequisites: Seeker patron

Your quest for knowledge allows you to master any spoken language. When you complete a long rest, you can pick two languages. You gain the ability to speak, read, and write the chosen languages until you finish your next long rest.

SORROW-SWORN'S TORMENT

Prerequisites: Sorrow-Sworn patron

You channel the lingering torment of the Sorrow-Sworn into your most effective strikes in order to throw off your opponent. Whenever you critically hit with your *eldritch blast* cantrip, the target's speed is reduced to 0 until the beginning of your next turn.

SOUL-TOTEM PACT

Prerequisites: Pact Essence

Your patron has taken a fragment from the soul of someone you have lost and encased it in a small trinket, creating a totem. The totem can be any tiny object, such as a ring to be worn, or a coin you believe to be lucky. More often than not, the object holds significance to you and the soul of the lost, such as the wedding ring of a widow, or favorite toy of a deceased child.

While the totem is on your person, the soul fragment within gives you a measure of protection from death and allows you to better save others from a similar fate.

You add your proficiency bonus to death saving throws, and you know the *spare the dying* cantrip.

TALISMAN PACT

Prerequisites: Pact Essence

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.



TOMB OF LEVISTUS

Prerequisites: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

Once you use this invocation, you can't use it again until you finish a short or long rest.

TOME PACT

Prerequisites: Pact Essence

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class' spell list. While the book is on your person, you can cast those cantrips at will.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

WITCH SIGHT

Prerequisites: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

PACT ESSENCE INVOCATIONS

If you have a pact essence, you can choose to take a pact essence invocation from this list whenever you are granted a new invocation, provided you meet the prerequisites.

BOND OF THE TALISMAN

Prerequisites: 12th level, talisman pact

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

BOOK OF ANCIENT SECRETS

Prerequisites: Tome pact

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class' spell list. The spells appear in the book and don't count against the number of Invocations you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a Invocation you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

CHAINS OF CARCERI

Prerequisites: 15th level, chain pact

You can cast *hold monster* at will, targeting a celestial, fiend, or elemental, without material components. You must finish a long rest before you can use this invocation on the same creature again.

DUAL PACT WEAPONS

Prerequisites: Blade pact

You can bind an additional pact weapon, and summon them both as a bonus action. In addition, when you engage in two weapon fighting, you can add your ability modifier to the damage of the offhand pact weapon.

ELDRITCH SMITE

Prerequisites: 5th level, blade pact

Once per turn when you hit a creature with your pact weapon, you can expend a Invocation to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the Invocation, and you can knock the target prone if it is Huge or smaller.

FAR SCRIBE

Prerequisites: 5th level, tome pact

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

GIFT OF THE EVER-LIVING ONES

Prerequisites: Chain pact

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

GIFT OF THE PROTECTORS

Prerequisite: 9th level, tome pact

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching it.

GRIMOIRE OF INFINITE KNOWLEDGE

Prerequisites: Tome pact

You gain proficiency in the Arcana and History skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

IMPROVED PACT WEAPON

Prerequisites: Blade pact

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. This bonus increases to +2 at 9th level, and +3 at 16th level.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

INVESTMENT OF THE CHAIN MASTER

Prerequisites: Chain pact

When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

LAST WORDS

Prerequisites: Soul totem pact

The soul fragment within your totem channels the spirits of the recently deceased in order to get answers

You can cast *speak with dead* once per day without expending an Invocation use or material components.

LIFEDRINKER

Prerequisites: 12th level, requires blade pact

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MASTER'S PET

Prerequisites: Chain pact

Your familiar gains hit points equal to your warlock class level. It also adds your proficiency to its attack and damage rolls.

MIGHT OF THE SOUL

Prerequisites: 9th level, soul totem pact

The fragment of soul of your totem does its best to keep you clinging to life as you approach death's door.

While you are below one third of your hit point maximum, you have resistance to all damage.

PROTECTION OF THE TALISMAN

Prerequisites: Talisman pact

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

REBUKE OF THE TALISMAN

Prerequisite: Talisman pact

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

THIRSTING BLADE

Prerequisites: 5th level, blade pact

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

THREADS OF LIFE

Prerequisites: Soul totem pact

The fragment of soul held within the totem temporarily tethers itself to one you have saved from the brink of death. The next time a friendly creature that you have stabilized within the last 8 hours makes a death saving throw, it has advantage on its next death saving throw. If the roll is 18 or higher, the creature returns to consciousness with a number of hit points equal to your Charisma modifier (minimum 1).

Once the creature rolls the save with advantage, or the creature does not require the soul's aid after 8 hours, the tether snaps and the soul fragment can't tether itself to a creature again until you finish a long rest.

TOTEM OF PROTECTION

Prerequisites: Soul totem pact

The soul fragment within the totem has such a desire to keep you safe that protective energies radiate around you.

You gain a +1 bonus to AC and Saving Throws while the totem is on your person.

VENGEFUL SPIRIT

Prerequisites: Soul totem pact

The fragment of soul briefly tethers itself to a hostile creature, manifesting itself as a nightmarish illusion.

You can cast *phantasmal killer* once per day without expending an invocation use.

VOICE OF THE CHAIN MASTER

Prerequisites: Chain pact

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence.

Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

SPELL INVOCATIONS

These invocations grant you the ability to cast new spells with special uses and conditions.

ARMOR OF SHADOWS

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

ASCENDANT STEP

Prerequisites: 9th level

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

BEAST SPEECH

You can cast *speak with animals* at will, without expending a spell slot.

BEWITCHING WHISPERS

Prerequisites: 7th level

You can cast *compulsion* once using a warlock spell slot. You can't do so again until you finish a long rest.

DREADFUL WORD

Prerequisites: 7th level

You can cast *confusion* once using a warlock spell slot. You can't do so again until you finish a long rest.

FIENDISH VIGOR

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

MASK OF MANY FACES

You can cast *disguise self at will*, without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisites: 15th level

You can cast *alter self at will*, without expending a spell slot.

MINIONS OF CHAOS

Prerequisites: 9th level

You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisites: 5th level

You can cast *slow* once using a warlock spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast *silent image* at will, without expending a spell slot or material components.

OTHERWORLDLY LEAP

Prerequisites: 9th level

You can cast *jump* on yourself at will, without expending a spell slot or material components.

SCULPTOR OF FLESH

Prerequisites: 7th level

You can cast *polymorph* once using a warlock spell slot. You can't do so again until you finish a long rest.

SHROUD OF SHADOWS

Prerequisites: 15th level

You can cast *invisibility* at will, without expending a spell slot.

SIGN OF ILL OMEN

Prerequisites: 5th level

You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

TENDRILS OF DARKNESS

Prerequisites: 5th level

You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast *bane* once using a warlock spell slot. You can't do so again until you finish a long rest.

TRICKSTER'S ESCAPE

Prerequisites: 7th level

You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

UNDYING SERVITUDE

5th level

You can cast *animate dead* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

VISIONS OF DISTANT REALMS

Prerequisites: 15th level

You can cast *arcane eye at will*, without expending a spell slot.

WHISPERS OF THE GRAVE

Prerequisites: 9th level

You can cast *speak with dead* at will, without expending a spell slot.

SPELL LIST

The expanded spell list with the homebrew spells used for this class can be found in the book [Shadowheart Apocrypha: Spells](#).

CANTRIPS (0 LEVEL)

Blade Ward
Booming Blade
Chill Touch
Create Bonfire
Friends
Frostbite
Green-Flame Blade
Infestation
Lightning Lure
Mage Hand
Magic Stone
Mind Sliver
Minor Illusion
Poison Spray
Prestidigitation
Sword Burst
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Armor of Agathys
Arms of Hadar
Cause Fear
Charm Person
Comprehend Languages
Distort Value
Expeditious Retreat
Hellish Rebuke
Hex
Illusory Script
Protection from Evil & Good
Unseen Servant
Witch Bolt

2ND LEVEL

Borrowed Knowledge
Cloud of Daggers
Crown of Madness
Darkness
Earthbind
Enthrall
Hold Person
Invisibility
Mind Spike
Mirror Image
Misty Step
Ray of Enfeeblement
Shadow Blade
Shatter

Spider Climb
Suggestion

3RD LEVEL

Counterspell
Dispel Magic
Enemies Abound
Fear
Fly
Gaseous Form
Hunger Hadar
Hypnotic Pattern
Incite Greed
Intellect Fortress
Magic Circle
Major Image
Remove Curse
Spirit Shroud
Summon Fey
Summon Lesser Demon
Summon Shadowspawn
Summon Undead
Thunder Step
Tongues
Vampiric Touch

4TH LEVEL

Banishment
Blight
Charm Monster
Dimension Door
Elemental Bane
Hallucinatory Terrain
Rautholim's Psychic Lance
Shadow of Moil
Sickening Radiance
Summon Aberration
Summon Greater Demon

5TH LEVEL

Contact Other Plane
Danse Macabre
Dream
Enervation
Far Step
Hold Monster
Infernal Calling
Mislead
Negative Energy Flood
Planar Binding
Scrying
Synaptic Static

Teleportation Circle
Wall of Light

6TH LEVEL

Arcane Gate
Circle of Death
Conjure Fey
Create Undead
Eyebite
Flesh to Stone
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Mental Prison
Scatter
Soul Cage
Summon Fiend
Tasha's Otherworldly Guise
True Seeing

7TH LEVEL

Crown of Stars
Dream of the Blue
Etherealness
Finger of Death
Forcecage
Planeshift
Power Word Pain

8TH LEVEL

Demiplane
Dominate Monster
Feeblemind
Glibness
Maddening Darkness
Power Word Stun

9TH LEVEL

Astral Projection
Blade of Disaster
Foresight
Gate
Imprisonment
Power Word Kill
Psychic Scream
True Polymorph
Weird

Homebrew Modifications

If you are using a homebrew patron, pact, or even new spells with this Warlock Reinvented, I have made it exceedingly easy to integrate them into this rework pretty seamlessly. Here is a rundown of how you can use this document with other homebrew warlock material.

Patrons

Patrons are pretty much self explanatory. I did not change any of the levels where you gain class features for patrons, so as long as the homebrew patron you choose does not mess with what levels you gain features, it will work just fin with the Warlock Reinvented.

Expanded Spells

Expanded spells are automatically granted to you when you reach a level where you can cast the spell. As an example, here is what the Hexblade Warlock's expanded spell list would look like with the Warlock Reinvented.

Hexblade Expanded Spells

Warlock Level	Spells
1st	<i>shield, wrathful smite</i>
3rd	<i>blur, branding smite</i>
5th	<i>blink, elemental weapon</i>
7th	<i>phantasmal killer, staggering smite</i>
9th	<i>banishing smite, cone of cold</i>

Converting Invocations & Pacts into Patron Essence & Blast Shapes

Invocations without a level are Patron Essence/blast shape of a lesser complexity. Any homebrew pact becomes a pact essence with a lesser complexity. Any invocation that has a level requirement of 5th-8th level, treat it as a Patron Essence/blast shape of greater complexity. Treat any invocation with a level of 9th or higher as an eldritch Patron Essence/Blast Shape.

Cantrips

When I decided on adding cantrips back into the Warlock Reinvented, I made the conscience decision to limit them to non-damaging spells. If you have non-damaging cantrips you'd like to try out, add them to the cantrip list!

For the archetype bonus cantrips, simply choose a damaging cantrip that fits the theme of your patron. It is affected by your blast shapes where it makes sense for the spell to have such a function, but cannot be altered by blast shapes with the transfiguration tag.

Here is a quick table of suggested cantrips for officially published warlock patrons to give you some ideas.

Patron	Damage Cantrip
Archfey	<i>thorn whip</i>
Celestial	<i>word of radiance</i>
Fathomless	<i>frostbite</i>
Fiend	<i>fire bolt</i>
Genie	<i>magic stone (Dao), lightning lure (Djinni), firebolt (efreeti), ray of frost (Marid)</i>
Great Old One	<i>mind sliver</i>
Hexblade	<i>green flame blade</i>
Undead & Undying	<i>chill touch</i>

Spells of 1st Level & Higher

When converting spells to invocations, it is very simple. Take the spell you want, call it an invocation, and you are set. 1st & 2nd level spells are lesser invocations, 3rd & 4th level spells are greater invocations, 5th level spells are eldritch invocations, and 6th-9th level spells are added to the mystic arcanum list.



PART III

Archetypes



ARCHETYPE NOTES

DRAGON THEMED ARCHETYPES

In this section there are several archetypes featuring draconic powers and anti-dragon techniques. These archetypes were my first attempt at homebrewing archetypes for 5e years ago, so they are a bit rough around the edges. Their inclusion here is to get them all cleaned up and balanced out. As such, there are a few things to note about these archetypes in particular.

THE DRAGON'S MINIONS

Several features within the archetypes reference the minions of dragons. These minions are to allow the "dragon killer" themed archetypes to get some more versatile goodies instead of only being useful when actually fighting the dragons themselves, which might not happen as often as one wants.

Some dragons create cults in their name, some simply have a horde of kobolds. A Red dragon may have a human cult of worshipers, a Blue might have enslaved a desert thri-kreen tribe. Any lesser beings that directly serve a dragon in some way is considered a minion of the dragon. When fighting these minions, your features will give you special bonuses. However you must first know they are the minions of a dragon and not some random unrelated foes.

Your DM determines the dragon's minions and how you find out that they serve a powerful wyrm. Without that knowledge your features will not function to their full potential, so make sure to do your homework when you suspect there might be dragons about! Additionally, thanks to the niche nature of these archetypes, some may seem more on the powerful side to cover the fact that they're only useful against dragons and their minions.

REPETITION

You'll notice that some of the dragon themed archetypes might share similar features. This is mostly due to how old these archetypes are, but it does allow multiple classes a degree of shared draconic lore. Every class plays different, so the occasional overlap in ability should not affect how the game is played unless your entire party is going to play the same class.



ARTIFICERS

DRONE KEEPER

Drone keeper artificers make small flying objects using a mix of arcane arts and science and infuse them with a piece of their own soul to give it life. These drones give the artificer a greater range of control on the battlefield.

DRONE KEEPER FEATURES

Artificer Level	Feature
3rd	Drone Keeper Spells, Arcane Drone
5th	Aerial Upgrades
9th	Empowered Spell Drone
15th	Swarm Superiority

DRONE KEEPER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Drone Keeper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

DRONE KEEPER SPELLS

Artificer Level	Drone Keeper Spells
3rd	<i>hunter's mark, guiding bolt</i>
5th	<i>acid arrow, locate object</i>
9th	<i>lightning bolt, sending</i>
13th	<i>locate creature, sickening radiance</i>
17th	<i>far step, telepathic bond</i>

ARCANE DRONE

At 3rd level, through a combination of magic and science, you have built a small combat drone and infused it with a piece of your soul. You determine the drone's appearance, its stat block can be found at the end of the document.

In combat, the drone shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you use your bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drone ceases to function and simply hovers in place until given orders.

If the *mending* spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your tinkerer's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The drone returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new arcane drone if you have tinkerer's tools with you. If you already have a drone from this feature, the first one immediately perishes. The drone also perishes if you die.

While your drone is active, you share a magical link to it that extends for 1 mile. As long as you are linked to the drone, you gain the following benefits.

- As a bonus action, you and the drone teleport, magically swapping places at a cost of 15 feet of your movement, regardless of the distance between the two of you. You must have line of sight to the drone in order to swap places. You can use this feature a number of times per short rest equal to your proficiency bonus.
- While you have line of sight to your drone, you can cast your spells through it. The spell must require an attack roll and have a range of at least 5 feet. When you cast the spell, it is considered to be cast from the location of the drone for the purposes of determining range and effects. When the drone uses its reaction to make an attack of opportunity, you can use your reaction to cast a cantrip through it instead of the drone using its Arcane Shot. The spell must target the creature that triggered the attack and follows the same casting rules as above.
- As an action, you can see and hear through your drone's sensors while you are both on the same plane. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (no action required).

AERIAL UPGRADES

At 5th level, you have upgraded your drone to better handle combat. The drone gains the following upgrades:

- **Electrical Field.** You can command the drone to release its stored energy. As an action, the drone lets out burst of electricity in a 5-foot radius centered on it. Each creature in the area other than the drone must make a Constitution saving throw. On a failed save a creature takes 4d6 lightning damage, half as much on a successful one. The drone can use this ability a number of times per long rest equal to your proficiency bonus.
- **High Caliber Rounds.** The damage of the drone's arcane shot increases to 1d10. Additionally, when the drone makes an attack it can do so at disadvantage. If the attack hits, it deals maximum damage.

EMPOWERED SPELLDRONE

Starting at 9th level, you have improved the arcane engine in your drone, allowing you to cast more types of spells through it. When you cast a spell through your drone, it can now be a spell that deals damage in a line, cone, radius, or sphere that would normally originate from you.

SWARM SUPERIORITY

At 15th level you can now use your magic to make arcane copies of your drone. As an action you can expend a spell slot of 1st level or higher, summoning additional drones equal to the spell slot expended. For example, expending a 3rd level spell slot would create three drones.

You can command each drone using the same bonus action. Whenever you use a feature that requires a drone, you must pick which of the drones you are using. Such as which drone you cast a spell through, or which drone you swap places with. The copies last for 1 hour, and once used you can't use this feature again until you finish a long rest.

ARCANE DRONE

Small construct, unaligned

Armor Class 12 + PB

Hit Points 2 + your Intelligence modifier + 4 times
your artificer level (the drone has a number of Hit
Dice [d6s] equal to your artificer level)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +2 plus PB, Con +2 plus PB

Skills Acrobatics +2 plus PB, Stealth +2 plus PB

Damage Immunities poison, psychic

Condition Immunities charmed, exhausted,
frightened, poisoned

Senses darkvision 60 ft.

Languages —

Challenge —

Close Combat. The drone doesn't suffer
disadvantage for making ranged attacks within 5
feet of a hostile creature.

Actions

Arcane Shot. *Ranged Weapon Attack:* your spell
attack modifier to hit, 15/30, one target. *Hit:*
Damage 1d6 + PB force damage.



BARBARIANS

PATH OF THE GLADIATOR

Gladiator's are trained combatants that revel in the thrill of battle, always found in the thick of a fight.

This archetype was a 'what if' scenario where the barbarian was given the fighter's champion archetype. I liked it so much that I wanted to do something with it!

PATH OF THE GLADIATOR FEATURES

Level	Feature
3rd	Improved Critical, Fighting Style
6th	Remarkable Athlete
10th	Superior Critical
14th	Survivor

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

FIGHTING STYLE

Also at 3rd level, you adopt a particular style of fighting as your specialty. You get a fighting style from the fighter class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

REMARKABLE ATHLETE

Starting at 6th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

SUPERIOR CRITICAL

Starting at 10th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 14th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.





PATH OF THE BLOODSCALE FURY

Bloodscale Furies are powerful barbarians who harness the power of their draconic blood to cover themselves in bleeding dragon scales, making them both tough and terrifying.

PATH OF THE BLOODSCALE FURY FEATURES

Barbarian Level	Feature
3rd	Bloodscale Hardening, Horrific Armoring
6th	Slick Scales
10th	Dragon's Heirloom
14th	Speed of the Wyrms

BLOODSCALE HARDENING

Beginning at 3rd level, draconic scales cover patches of your body. When you rage, blood wells up around these scales, magically hardening them. As long as you are not wearing armor, you gain a +1 bonus to your AC while raging. This bonus increases to +2 at 11th level, and to +3 at 16th level.

HORRIFIC ARMORING

Also at 3rd level, the blood emerging from your scales terrifies onlookers. When you rage for the first time in a turn, each creature within 15 feet of you that can see you must make a Wisdom saving throw equal to 8 + your proficiency bonus + your Charisma modifier or be frightened of you for 1 minute. A creature frightened by you can make the saving throw again at the end of its turns, ending the effect on a success. A creature that makes the save is immune to this feature for 24 hours.

SLICK SCALES

At 6th level your scales are fully coated in blood when you rage, causing your enemies weapon attacks to slide harmlessly off you. Whenever a creature misses you with a melee weapon attack, it has disadvantage on the next melee weapon attack made against you before the end of your next turn. This feature has no effect if the creature already has disadvantage on an attack made against you.

DRAGON'S HEIRLOOM

Starting at 10th level, the blood that oozes over your scales revitalizes you. When you rage for the first time in a turn, you gain temporary hit points equal to your Constitution modifier + half your level. You lose these temporary hit points when your rage ends.

SPEED OF THE WYRM

At 14th level your blood coating gives you a supernatural adrenaline rush when you rage. Whenever you rage for the first time in a day, you gain the following benefits:

- Your speed increases by 10 feet.
- You can make one additional attack when you take the attack action on your turn.
- You have advantage on Dexterity checks and Dexterity saving throws.

This effect lasts for a number of rounds equal to your Constitution modifier.

PATH OF THE ASH WARRIOR

Barbarians who follow this path are savage warriors who train powerful war hounds to fight along side them.

PATH OF THE ASH WARRIOR FEATURES

Barbarian Level	Feature
3rd	War Hound, We Fight As One
6th	Hound's Battle Rage
10th	Bond of Ash
14th	Houndmaster

WAR HOUND

Beginning when you take this archetype at third level, you have a loyal war hound that you have trained over many years. In combat, your hound has its own initiative, but can change its initiative to match your own. You can command it verbally, no action required, and if you are incapacitated, the does its best to defend itself.

Whenever you gain the Ability Score Improvement feature in this class, your companion's abilities also improve. You can increase one of its ability scores of your choice by 2, or you can increase two of its ability scores of your choice by 1, at the DM's discretion you can forgo increasing the companion's ability scores and instead give it a feat that would make sense for it. As normal, you can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Whenever you gain a level in this class, your companion also levels up, and it can increase its hit point maximum using its hit die normally. At first level, its hit points will be equal to the maximum value of its hit die + its Constitution modifier Your companion has its own hit die, and can spend them during a short rest.

Your companion's size, AC, hit dice, and damage dice are determined by its stat block.

WAR HOUND

Medium, unaligned

Armor Class 8 + its Constitution modifier + your proficiency bonus

Hit Points 1d8 + its Constitution modifier

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages Understands the languages of its master but can't speak.

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee weapon attack:* your proficiency bonus + its Strength modifier to hit, Reach 5ft., one target.

Hit: 1d10 + its Strength modifier piercing damage.



WE FIGHT AS ONE

Also at 3rd level, you share a special link with your war hound, this link grants you a portion of each other's power in battle. While you are raging, you and your war hound gain the following:

- You gain your war hound's Keen Senses and Pack Tactics traits.
- Your war hound gains resistance to nonmagical bludgeoning, piercing and slashing damage and deals bonus damage equal to your rage damage.

HOUND'S BATTLE RAGE

At 6th level, your hound begins to become more rabid and aggressive when in combat. While you are raging, your war hound can attack twice instead of once when taking the attack action.

BOND OF ASH

At 10th level you and your hound are keenly aware of your positions on the battlefield. As long as both you and your hound are conscious and within line of sight of each other, neither of you can be surprised.

Additionally, your hound can use a bonus action to move up to its speed towards you. If it ends its movement within 5 feet of you, you can then move up to your speed to the spot where your hound was before it moved.

HOUNDMASTER

At 14th level you and your hound are an unstoppable fighting force. As long as both you and your hound are conscious and within line of sight of each other, whenever one of you makes an attack the other can use their reaction to make one weapon attack against a creature within 5 feet of it.



BARD

COLLEGE OF DRAGONSONG

The college of Dragonsong use ancient and powerful draconic magics to amplify their talents. This special magic is known as dragonsong, a very rare and old performance art created by dragons millenia ago.

Bards who are a part of the College of Dragonsong are often well respected by dragons for their dedication to such an old practice, however can be misunderstood by others due to the strange nature of the draconic language when sung.

COLLEGE OF DRAGONSONG FEATURES

Bard Level	Feature
3rd	Draconic Understanding, Song of Resistance
6th	Song of Draconic Restoration
14th	Song of Flight

DRACONIC UNDERSTANDING

Starting at 3rd level you understand how to use the charismatic nature of dragons to your advantage when dealing with them. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Additionally you can speak, read, and write Draconic if you could not already.

SONG OF RESISTANCE

Beginning at 3rd level, the magic of your dragonsong grants you defenses against the elemental effects of dragons. Choose acid, cold, fire, force, lightning, necrotic, radiant, poison, psychic, or thunder. You have resistance to the chosen damage type.

Additionally, whenever a creature rolls a bardic inspiration die granted by you, they have resistance to the same damage type until the end of their next turn.

At 11th level, you choose a second element to resist, this resistance also applies your creatures when rolling bardic inspiration dice granted by you.

SONG OF DRACONIC RESTORATION

At 6th level, your knowledge of weaving dragonsong into your magic helps revitalize your allies. Whenever you use your Song of Rest feature, each creature affected gains temporary hit points equal to your level + your proficiency bonus.

SONG OF FLIGHT

Starting at 14th level your dragonsong magic imbues those around you with the ability to fly. As an action, you can grant a number of creatures equal to your Charisma modifier within 60 feet of you that you can see a fly speed of 40 feet for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.





COLLEGE OF TEMPORAL DISTORTION

Bards who train in the magic of chronomancy find themselves in the college of distortion. These mages use the power of the arts to manipulate the time streams around individuals.

COLLEGE OF TEMPORAL DISTORTION FEATURES

Bard Level	Feature
3rd	Let's Try That Again, The Best Timeline
6th	Chronostutter
14th	Temporal Extortion

LET'S TRY THAT AGAIN

When you take this archetype at 3rd level, you gain the ability to rewind and repeat instances in time. When a creature within 30 feet of you misses with an attack, you can use your reaction to expend a use of your Bardic Inspiration. When you do, the creature can reroll the attack, but must take the new result.

THE BEST TIMELINE

Also at 3rd level, you can imbue a creature with foresight from other timelines. You can use your bonus action to grant one creature within 30 feet of you advantage on the next attack roll, ability check, or saving throw that they make before the end of your next turn.

You can use this feature a number of times per long rest equal to your proficiency bonus.

CHRONOSTUTTER

At 6th level, you can displace creatures throughout time, moving them around the battlefield. As an action you can choose a number of creatures within 60 feet of you up to your proficiency bonus and teleport them to any unoccupied space within the same range. A creature who is not willing must make a Charisma saving throw, being teleported on a failed save.

Once you use this feature, you can't do so again until you finish a short or long rest.

TEMPORAL EXTORTION

Starting at 14th level, your ability to manipulate temporal energy around others greatly increases. Your Let's Try That Again feature now applies to failed ability checks and saving throws.

Additionally, you can use your Let's Try That Again when a creature hits with an attack, or succeeds on an ability check or saving throw potentially causing the target to miss the attack or fail the check or save.

CLERIC

DRAGON DOMAIN

Clerics of the dragon domain see the creatures as living gods, and strive to emulate them in all things.

DRAGON DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Spiritual Understanding, Draconic Teachings,
2nd	Channel Divinity: Frightful Presence
6th	Divine Elements
8th	Dragon's Smite
17th	Draconic Visage

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>dragon's breath, nathair's mischief</i>
5th	<i>fly, protection from energy</i>
7th	<i>charm monster, polymorph</i>
9th	<i>dominate person, summon draconic spirit</i>

SPIRITUAL UNDERSTANDING

At 1st level your worship of dragons allows you access to ancient texts involving draconic lore. Whenever you make a Religion or History check relating to or interacting with dragons, your proficiency bonus is doubled for the check.

Additionally you can now speak, read, and write Draconic if you could not already.

DRACONIC TEACHINGS

Also at 1st level, you learn one sorcerer cantrip of your choice. You also gain proficiency in the Intimidation and Persuasion skills.

CHANNEL DIVINITY: FRIGHTFUL PRESENCE

Beginning at 2nd level you can use your Channel Divinity to exert an aura of draconic power, causing enemies to flee. As an action, each creature of your choice that is within 30 feet of you that can see you must succeed on a Wisdom saving throw equal to your spellsave DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your frightful presence for the next 24 hours.

DIVINE ELEMENTS

At 6th level you can use your draconic powers to shield those around you from the elements. Whenever you cast a spell that targets you or a friendly creature, choose acid, cold, fire, force, lightning, necrotic, radiant, poison, psychic, or thunder. The target of the spell has resistance to the chosen damage type for 1 minute. Once a target has been affected by this feature, it can't be affected by it again for 24 hours.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DRACONIC VISAGE

At 17th level you can infuse your very being with draconic power, you gain the following benefits for 1 minute.

- You have a fly speed equal to your walking speed.
- The range of your Channel Divinity: Frightful Presence increases to 60 feet.
- When you make a Dexterity saving throw to avoid damage from a spell, you only take half damage on a failed save, and take no damage on a successful save.
- Whenever you use your Divine Elements feature, both you and the target of the spell gain immunity to the chosen damage type until the end of your next turn.

Once you've used this feature, you can't do so again until you finish a long rest.



DRUID

CIRCLE OF THE HIDECARVED

Druids of the Hidecarved have extremely thick skin thanks to their draconic blood. They etch magical runes into their bodies granting them supernatural defenses.

CIRCLE OF THE HIDECARVED FEATURES

Druid Level	Feature
2nd	Tough Hide, Spell Armor
6th	Dragon Shape
10th	Antimagic Armoring
14th	Shape Carving

TOUGH HIDE

At 2nd level, your draconic heritage grants you much thicker skin than most. Your base AC is 13 + your Dexterity modifier, and you get a +1 bonus to your AC while wildshaped.

SPELL ARMOR

Also at 2nd level you have carved ancient draconic runes into your skin, granting you protection from the supernatural. As an action you can harness the magic of your runes, when you do, you gain resistance to damage from spells for 1 minute. You can use this feature a number of times equal to your proficiency bonus, and you regain all uses when you finish a long rest.

DRAGON SHAPE

Starting at 6th level, your draconic blood allows you to shape into forms befitting your heritage. You can use your Wild Shape to transform into creatures with the dragon type.

ANTIMAGIC ARMORING

Beginning at 10th level, the magic of your runes allows you to deflect incoming magic. Whenever you fail a saving throw against a spell or magical ability, you can use your reaction to instead succeed on the save. You can use this ability a number of times equal to your proficiency bonus, and regain all uses after you finish a long rest.

SHAPE CARVING

At 14th Level, your draconic runes persist when transformed. Whenever you use wildshape, you gain temporary hit points equal to the wildshaped creature's CR + half your druid level. If you wildshape into a dragon, you double the number of temporary hitpoints gained.





FIGHTER

BALLISTICS EXPERT

Fighters who train extensively with firearms can use them more as an extension of themselves just as any weapon. These specialists are the elite in their craft, able to use firearms in ways few others can.

FIREARM SPECIALIST

Fighter Level	Feature
3rd	Firearm Specialist, Fast Hands
7th	Take Aim
10th	Gunsmith
15th	Firearm Expertise
18th	Suppressing Fire

FIREARM SPECIALIST

Beginning at 3rd level, you gain proficiency in firearms and know how to use them to their full potential. Firearms you wield gain new abilities based on their type.

Name	Feature
Semi-auto pistol, revolver	You gain advantage on your first attack each turn.
Submachine gun, full-auto rifle	Enemies within the area of your spray have their speed reduced to 0 until the end of their next turn.
Semi-auto rifle, bolt-action rifle	When you hit a creature while hidden, you score a critical hit on an 19-20.
Shotguns	If an attack roll exceeds a creature's AC by 5 or more, or is a critical hit, the creature is pushed back 5 feet.

FAST HANDS

Also at 3rd level you're quick to reload even the most unwieldy of guns, even in tense situations. You treat long reload times as short reload times and you can reload firearms with short reload times as a reaction.

TAKE AIM

At 7th level, you know all the right techniques to make your shots count. As a bonus action you can mark a target. Whenever you make a ranged attack roll with a firearm, you add 1d6 to the attack roll.

The mark lasts for 1 minute, it also ends if you fall unconscious or end it with no action required. You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

GUNSMITH

At 10th level you're a natural at tinkering with your firearms and their attachments to make the most out of your craft. Your firearms can now use new modifications and they gain new abilities.

Modification	New Firearm	Ability
Adjustable Stock	Semi-auto pistol, revolver	You have advantage on ability checks against being disarmed.
Bayonet	Semi-auto pistol, revolver	The damage die of your bayonet increases to 1d8.
Bipod	—	You have advantage on attack rolls made while prone.
Extended Mag	Bolt-action rifle, semi-auto shotgun	You add an additional 10 rounds to your extended mag.
Flashlight	—	Flashlights now create a 30 ft. cone of bright light and additional 10 feet of dim light.
Scope	Submachine gun, full-auto rifle	Your normal and long range increase by 20 feet.
Short Barrel	—	Removes the two handed property from pump action and semi-auto shotguns.
Suppressor	Submachine gun, full-auto rifle	Further reduces the noise range of a firearm from 60 feet to 30 feet. The sound is muffled enough to not wake sleeping creatures within 15 feet.

FIREARM MASTERY

At 15th level you have mastered your signature weapon and get an additional bonus when wielding it.

Weapons	Features
Semi-auto pistol, revolver	You add your Dexterity modifier to damage rolls made with this weapon.
Submachine gun, full-auto rifle	The size of your spray area increases to a 15 ft. cube.
Semi-automatic rifle, bolt-action rifle	Scopes no longer count towards your modification count.
Shotguns	Creatures within your spread cone take half damage on a missed attack.



SUPPRESSING FIRE

At 18th level you've mastered gunplay with firearms. You can now lay down a barrage of suppressing fire in order to help get your team out of trouble. As an action you can make a sustained attack expending all your ammunition at a point you choose. You create a 30-foot cube within your firearm's normal range that you can see.

- Hostile creatures in the area must make a Dexterity saving throw. On a failed save a creature takes your firearms damage, half as much damage on a successful save.
- Creatures behind cover within the affected area have their movement reduced to 0 and can't take the attack action or cast spells.
- Friendly creatures in the area of effect or within 15 feet of it can use their reaction to move up to their maximum speed without taking attacks of opportunity.

Once you've used this feature you can't use it again until you finish a long rest.

DRAGONSLAYER

Few can be considered as brave or as legendary as the mighty dragonslayer. Heroes to the masses, scourges to the draconic, these folk come from all walks of life with a singular purpose: to stomp out the terror of the skies. Dragonslayers are no pushovers against the minions of the great wyrms either, as the slayers are used to cutting through throngs of lesser beings in order to catch their draconic prize.

DRAGONSLAYER FEATURES

Fighter Level	Feature
3rd	Slayer's Initiation
7th	Slayer's Intuition
10th	Aerial Strike
15th	Lair Delver
18th	Iron Slayer

SLAYER'S INITIATION

Beginning at 3rd level you undertake your training as a mighty slayer of dragons. You learn their tongue and how to deal with both them and their minions with precision strikes. You gain a bonus to attack and damage rolls against dragons and their minions equal to half your proficiency bonus (minimum +1).

Additionally, you learn to speak, read, and write draconic if you don't already know it.

SLAYER'S INTUITION

Starting at 7th level, you have dealt with draconic forces enough to anticipate their nature. You have advantage on saving throws made against a dragon's breath weapon and frightful presence.

Additionally, whenever you make a Charisma (Intimidation) check against a dragon's minions, your proficiency bonus is doubled for the check.

AERIAL STRIKE

At 10th level you're adept at knocking the mighty beasts out of the sky. The first time in a turn you hit a dragon that is flying with a ranged weapon attack, the target must make a Constitution saving throw equal to $8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$. On a failed save, the dragon uses its reaction to land in the nearest unoccupied space. If the dragon descends at least 60 feet before landing in this manner, it takes $3d6$ bludgeoning damage and its speed is reduced to 0 until the end of your next turn.

Any of the dragon's minions that is mounted on it when the dragon lands takes $3d6$ bludgeoning damage and has disadvantage on its next attack roll before the end of your next turn.



LAIR DELVER

At 15th level, you're used to trudging through the treacherous terrain of a dragon's lair. You have advantage on saving throws and ability checks made against a dragon's Lair Actions.

Additionally, you ignore difficult terrain while in the dragon's lair.

IRON SLAYER

At 18th level, you have mastered the dangerous craft of slaying dragons and their minions. As such you know how to lessen the blows they make against you. You have resistance to all damage dealt by dragons, and resistance to slashing, piercing, and bludgeoning damage dealt by a dragon's minions.



DREAD KNIGHT

Dread knight's are fighters who show no fear, remaining dreadfully stoic even in the most dire situations. They make little show of their power, unnerving their enemies into a panic at the unknowable strength they exude.

DREAD KNIGHT FEATURES

Fighter Level	Feature
3rd	Imposing Presence, Dauntless Demeanor
7th	Instill Dread
10th	Exploit Cowardice
15th	Eldritch Malice
18th	Nightmare Fuel

IMPOSING PRESENCE

Starting at 3rd level, you are fearless in the truest sense, and it allows you to strike fear into others. You are immune to the frightened condition and gain proficiency in the Intimidation skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

Additionally, whenever a creature fails a skill check against your Intimidation skill check, it becomes frightened of you for a number of rounds equal to your proficiency bonus.

DAUNTLESS DEMEANOR

Also at 3rd level, your lack of flare in a fight makes your enemies unsure of your weaknesses. Whenever a hostile creature makes a melee weapon attack against you, you can do one of the following:

Is That All? If the attack hits, the creature is frightened of you until the end of its next turn.

That Wasn't An Opening. If the attack misses, you can use your reaction to make one weapon attack against the creature that made the attack.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a short or long rest.

INSTILL DREAD

At 7th level, your wounds aren't something of concern, but something to fuel your fearsome persona. While you are below your hit point maximum, creatures within 10 feet of you that are frightened of you have their speed reduced to 0 until they are no longer frightened of you.

Additionally, you can make Charisma (Intimidation) checks as a bonus action.

EXPLOIT COWARDICE

Beginning at 10th level, you easily see the weaknesses in those who fear you. When you hit a creature frightened of you with a melee weapon attack, you add your proficiency bonus to damage roll.

ELDRITCH MALICE

At 15th level your ability to inspire terror has become supernatural. Hostile creatures within 10 feet of you lose immunity to the Frightened condition.

NIGHTMARE FUEL

At 18th level, you are a master of instilling fear by showing no hindrance when wounded. While you are at or below half of your hit point maximum, any attack that hits a frightened creature within 10 feet of you is a critical hit.

MARAUDER

Master's of battlefield mobility and expert harrasers, marauders dance in and out of combat with twin melee weapons striking down everything in their path.

MARAUDER FEATURES

Fighter Level	Feature
3rd	Two-Weapon Finesse, Nimble Footwork
7th	Press The Advantage
10th	Offhand Mastery
15th	Disorienting Strikes
18th	Marauder's Fury

TWO-WEAPON FINESSE

Beginning at 3rd level, you're adept at wielding two weapons in combat as few other can. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Additionally, you can use Dexterity instead of Strength for the attack and damage rolls of your melee weapons as long as you are wielding a weapon in each hand.

NIMBLE FOOTWORK

Also at 3rd level, you weave in and out of combat with ease, avoiding most strikes.

Once per turn, when you make a melee weapon attack, you can use your reaction to move up to half your speed after you make the attack. Opportunity attacks made against you for this movement have disadvantage.

PRESS THE ADVANTAGE

At 7th level none can escape your grasp when retreating.

Whenever you miss with an opportunity attack, as part of the same reaction you can move up to half your speed towards the target of the missed attack. If you end this movement within 5 feet of the target, you can make one melee weapon attack against it with advantage.

OFFHAND MASTERY

Starting at 10th level, your weapons are an extension of yourself, allowing you to strike multiple times with ease.

When you use your bonus action to make an attack with your offhand weapon, you may make an additional attack with the same weapon as part of that bonus action.

DISORIENTING STRIKES

Beginning at 15th level your rapid and constant strikes against the enemy throw them off balance, opening holes in their defenses.

When you hit single creature with two melee weapon attacks in the same turn, you can substitute your next attack against that creature with a feint. When you do, that creature's AC is reduced by 2 and it has disadvantage on Dexterity saving throws until the end of your next turn.

You can use this feature three times, regaining all expended uses after finishing a long rest.

MARAUDER'S FURY

Beginning at 18th level, you find that you are most in control when in the midst of combat.

Once per turn whenever you drop a creature to 0 hit points, you can move up to 30 feet towards another hostile creature. This movement does not provoke opportunity attacks. If you end this movement within 5 feet of a hostile creature you may make two weapon attacks against it, one with your mainhand and one with your offhand.



SPELLSWORD

Spellswords are specialized warriors that channel their magic into their melee weapons to unleash devastating strikes.

SPELLSWORD FEATURES

Level	Feature
3rd	Bonus Proficiencies, Spellforging
7th	Arcane Preparedness
10th	Eldritch Swordsmanship
15th	Arcane Backlash
18th	Mystic Strikes

BONUS PROFICIENCIES

Beginning when you take this archetype at 3rd level, you gain proficiency in the Arcana skill and Smith's Tools.

SPELLFORGING

Also at 3rd level, you have learned the art of enchanting your weapons with specific spells, in an act known as spellforging. Once a spell has been forged into your weapon, it can only be cast while you are wielding your weapon. A weapon with a spell forged into it counts as magical if it wasn't already, and counts as a spell focus for you.

You learn specific spells at certain levels as shown in the Spellsword Spells table. You can cast a number of forged spells equal to your proficiency bonus, and you regain the use of these spells after finishing a short rest. Spells you cast through your spellforged weapon are always cast at the highest level, as shown in the Spellsword Spells table. You can forge a number of spells of 1st level or higher into your weapon equal to your proficiency bonus, and you can forge those spells or change the spells forged during a long rest.

You can only have one spellforged weapon at a time. If you attempt to forge a spell into a different weapon, the first loses its magic.

SPELLSWORD SPELLS

Level	Spell	Spell Level
3rd	<i>absorb elements, zephyr strike</i>	1st
6th	<i>branding smite, mirror image</i>	2nd
10th	<i>blinding smite, thunder step</i>	3rd
14th	<i>fire shield, staggering smite</i>	4th
18th	<i>banishing smite, holy weapon</i>	5th

CANTRIPS

Your spellforged weapon always has the following spells enchanted into it: *booming blade*, *green-flame blade*, *lightning lure*, and *sword burst*.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spellsword spells, since you learn the arcane art of how to enchant your weapons. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spellsword spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

ARCANE PREPAREDNESS

At 7th level, your ability to cast spells expands to cover your weaknesses. You learn one cantrip from the wizard spell list. This spell must require an attack roll and have a range of 60 feet or more.

Additionally, you also learn the *flame blade* spell, and it is added your list of spellsword spells. The flame blade counts as your spellforged weapon provided you aren't wielding your normal spellforged weapon.

ELDRITCH SWORDSMANSHIP

At 10th level the magic of your spells lingers on your weapon. Whenever you cast a spell that adds additional damage to a weapon attack, such as with the *branding smite* spell, the spell gains an additional use before it ends.

ARCANE BACKLASH

At 15th level, you still manage to exert control over your magic when it is lost. When you lose concentration on a spell due to taking damage, you can use your reaction to deal damage to the creature who caused the loss of concentration. The damage dealt is force damage equal to your level.

MYSTIC STRIKES

At 18th level, your ability to weave magic and melee is unparalleled. Whenever you deal damage with a spell that requires a weapon attack such as *branding smite*, you deal additional weapon damage equal to your proficiency bonus.



MONK

WAY OF THE CONSTRICTOR

Monks who follow the way of the constrictor focus on honing the power of their ki into raw physical strength, using it to grab their foes and relentlessly punish them for their misdeeds.

WAY OF THE CONSTRICTOR FEATURES

Level	Features
3rd	Strength Training, Constrictor's Ki
6th	Ki Drinker
11th	Supernatural Grip
17th	Crushing Finisher

STRENGTH TRAINING

Beginning when you take this archetype at 3rd level, you have devoted your training to amplifying your strength. You gain proficiency in the Athletics skill if you don't already have it. Your proficiency bonus is doubled for ability checks using Athletics.

Additionally, your Unarmored Defense is now equal to 10 + your Strength modifier + your Wisdom modifier.

CONSTRICTOR'S KI

Also at 3rd level, you have learned to manipulate your ki to focus on grappling your opponents and punishing them within your grasp. You gain the following new Ki abilities.

CONSTRICTION

When a creature fails its check to escape your grapple, you can spend 2 ki points to deal damage equal to your martial arts die to the creature.

SERPENT STRIKE

When a creature steps within 5 feet of you, you can use your reaction to spend 1 ki point. When you do, you can attempt to grapple the creature.

THROW AWAY

When a creature succeeds its check to escape your grapple, you can use your reaction to spend 2 ki points. When you do, you can make one unarmed strike against it. On a hit, the creature is pushed 10 feet away.

KI DRINKER

Starting at 6th level, you can drain the ki of those you grapple. Whenever a creature you are grappling drops to 0 hit points, you gain ki points equal to half of your proficiency bonus.

Additionally, creatures you are grappling are also restrained.

SUPERNATURAL GRIP

At 11th level, you can force your ki into creatures in order to manipulate their movement. You can grapple creatures up to two sizes larger than you. You can also grapple creatures that are immune to the condition.

CRUSHING FINISHER

At 17th level, anyone who attempts to escape your grasp faces the consequences. When a creature fails its check to escape your grapple, you can spend a number of ki points up to your Strength modifier (minimum 1). When you do, you can make a number of unarmed strikes against the creature equal to the ki points spent.



WAY OF DRAGON FALL

Monks who follow the Way of Dragon Fall focus on manipulating their ki into powerful dragon slaying techniques.

WAY OF DRAGON FALL

Monk Level	Feature
3rd	Dragon Bane Fists, Scale Rend
6th	Breath Resistance
11th	Sundering Blows
17th	Harden Skin

DRAGON BANE FISTS

Beginning when you take this archetype at 3rd level, your ki flows without issue against dragons and their ilk. When you hit a dragon or a dragon's minion with an unarmed strike using your attack action, you can use your flurry of blows without expending any ki points against the same target.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

Additionally, you can speak, read, and write draconic if you couldn't already.

SCALE REND

Also at 3rd level you are able to make use of your ki to soften dragon scales. Whenever you hit with an unarmed strike against a dragon or a dragon's minion, you can spend 2 ki points. When you do, the target's AC is reduced by 2 until the end of your next turn.

BREATH RESISTANCE

At 6th level you have learned to hone your body against the might of dragon's breath. Whenever you make a saving throw against a source dealing acid, cold, fire, force, lightning, necrotic, radiant, poison, psychic, or thunder damage, you can spend 3 ki points. When you do, you gain resistance to the chosen damage type until the end of your turn.

SUNDERING BLOWS

Starting at 11th level, you learn to how to mute a creature's natural defenses with your strikes. While a creature has its AC reduced by your Scale Rend feature, it loses any damage resistances and damage immunities it has.

HARDEN SKIN

At 17th level you have spent much time studying dragons and can tense your body in just the right ways to shrug off their blows. Whenever you are hit by an attack made by a dragon or a dragon's minion, you may spend an amount of ki points up to your proficiency bonus. When you do, until the start of your next turn, you get a bonus to AC equal to the amount of ki points spent, including against the triggering attack.





WAY OF GUNPOWDER

Monks who follow the Way of Gunpowder mix their martial prowess with the stopping power of firearms.

WAY OF GUNPOWDER CLASS FEATURES

Level	Feature
3rd	Firearm Training, Gun Kata
6th	Ammo from Within
11th	Ki Infused Bullets
17th	Bullet Hell

FIREARM TRAINING

Beginning when you take this archetype at 3rd level, you learn the art of mixing martial arts with gun combat. You gain proficiency with firearms that have the short reload property, and they count as monk weapons for you. Due to the mechanical complexity of firearms, it is hard to channel your ki into them. Because of this, you can't replace a firearm's damage dice with your martial arts die.

Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls made with firearms, and you have advantage if you attack a prone creature within 5 feet of you with a ranged weapon attack with a firearm.

GUN KATA

Also at 3rd level, you have learned rudimentary ways of channeling ki into your firearms. You gain the following options:

Bullet Dance. When you make a ranged weapon attack with a firearm, you can spend 1 ki point to make a second attack with a firearm as part of the same action. If you are wielding a firearm in each hand, you spend no ki for the additional attack, but you can't use your bonus action to attack with a firearm this turn.

Perfect Shot. When you make a ranged weapon attack with a firearm, you can spend 1 ki point to gain advantage on the attack roll.

Ricochet. Once per turn, when you miss with a ranged weapon attack with a firearm, you can spend 2 ki points to reroll the attack against a different target within 10 feet of the original target.

Zero In. When you reduce a creature to 0 hit points with a firearm, you can spend 1 ki point to move up to 15 feet as long as your movement speed isn't 0.

AMMO FROM WITHIN

Starting at 6th level you have learned to use your spiritual energy as a weapon when you have no ammo. While a firearm you wield has no ammunition, you can still fire it using small amounts of condensed ki as its ammunition. In this state, the weapon deals damage equal to your martial arts die and does not need to be reloaded.

KI INFUSED BULLETS

At 11th level you have learned how to infuse the bullets themselves with ki, increasing their capacity for damage. When you hit a creature with a ranged weapon attack with a firearm, you add your martial arts die to the damage.

A weapon not using physical ammunition, such as with your Ammo From Within feature gains no benefit from this feature.

BULLET HELL

At 17th level you hone your senses and eliminate all threats around you. As an action you can make a special attack against a number of creatures within your firearm's normal range equal to your proficiency bonus.

Whenever you drop a creature to 0 hit points with this feature, you can spend 1 ki point to target an additional creature within range.

PALADIN

OATH OF SORROWS

A paladin who takes the Oath of Sorrows uses their grief as both a weapon to strike down enemies and as a torch to light the way for others who grieve. Sadness paves the way to joy, and as such, those who take the Oath of Sorrow are quick to strike down any foe who would prolong the suffering of others.

TENETS OF SORROW

The tenets of sorrow are spoken with reverie of those lost.

Embrace Grief. All things in life must come to end, embrace these feelings for without them there can be no happiness.

Let Go. Cry for what was, not what could have been.

Remembrance. Those who are gone must never be forgotten, let your memories be their future.

Suffer Not. Pain should never be prolonged, end it quickly.

OATH OF SORROW CLASS FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Anguish
15th	Manifest Lamentation
20th	Memento Mori

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Sorrow Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF SORROW SPELLS

Paladin Level	Spells
3rd	<i>ceremony, sanctuary</i>
5th	<i>calm emotions, hold person</i>
9th	<i>mass healing word, speak with dead</i>
13th	<i>deathward, private sanctum</i>
17th	<i>hold monster, raise dead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Mourn the Fallen. As a reaction, when a creature within 30 feet of you is reduced to 0 hit points, you can use your Channel Divinity to cause those around them to feel immense loss. Each creature of your choice that you can see within 30 feet of the creature must succeed on a Wisdom saving throw or fall prone and have their movement reduced to 0 until the end of their next turn.



Pain of Loss. You can use your Channel Divinity as a bonus action to cause a creature you can see within 60 feet of you to experience the full weight of your sorrows. Consumed by such feelings of loss, the target loses concentration on any spells it was concentrating on, and it becomes incapable of speaking or casting spells with verbal components until start of your next turn.

AURA OF ANGUISH

At 7th level, you can exude a 10-foot aura filled with your deepest sorrows while you are conscious. Once per turn when a hostile creature within the aura makes an attack, it does so with disadvantage. If the attack hits, the creature takes psychic damage equal to your paladin level. If the target of the attack is a dying creature, it instead takes psychic damage equal to twice your paladin level.

At 18th level, the range of this aura increases to 30 feet.

MANIFEST LAMENTATION

Starting at 15th level, you are able to draw out a creature's worst pains. Whenever you cast a spell of 1st level or higher that requires concentration and targets a creature, you can force the target to make a Wisdom saving throw equal to your spell save DC. On a failed save the target is stunned until the end of your next turn as the creature's worst life experiences come flooding to its mind, causing it to be consumed by anguish.

Once you use this feature, you can't use it again until you have finished a long rest.

MEMENTO MORI

At 20th level, you fill the air itself with crippling anguish. Hostile creature's within your auras have their movement speed reduced by half. Whenever you deal damage to a creature within one of your auras you add double your Charisma modifier to the damage dealt.

Additionally, when a friendly creature within one of your auras drops to 0 hit points, you can expend a spell slot. When you do, dying creature stabilizes with a number of hit points equal to the spell slot's level + your Paladin level.

OATH OF THE STARS

Paladins who take this oath are avid explorers and fierce protectors who embody the majesty and power of the stars above. These star-lit warriors are thought to have their origins in the magics of outer space, with the first paladins of this oath being bodyguards or caretakers of the first Astromancers.

TENETS OF THE STARS

The tenets of the stars are spoken with as much wonder and grandeur as the stars above.

Guide the Lost. The stars have guided navigators and explorers since the beginning of time. Be the guiding star to those who are lost and alone.

Light of Life. Stars provide light and warmth allowing life to grow. Foster growth and be warm to those around you so that they too may become something great.

Vast is the Cosmos. The distance between the stars in massive and mysterious. Explore the world around you so that you may one day explore the cosmos above.

Glory of a Solar Flare. The heat of a star is just as dangerous as it is awe inspiring. When you must fight, be a blazing sun who incinerates your foes.

OATH OF THE STARS CLASS FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Dawn
15th	Star-Lit Navigation
20th	Solar Force

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Stars Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE STARS SPELLS

Paladin Level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>branding smite, heat metal</i>
9th	<i>daylight, fireball</i>
13th	<i>aura of life, fire shield</i>
17th	<i>dawn, flame strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Light of a Blazing Sun. As an action you can use your Channel Divinity to emit a burst of radiant sunlight. You emit bright light out to a range of 30 feet until the end of your next turn. When a hostile creature enters the spell's area for the first time on a turn or starts its turn there, it makes a Constitution saving throw. On a failed save, a creature is blinded until the end of your next turn. The light you emit is considered natural sunlight for features such as sunlight sensitivity.



Revealed by Starlight. As an action you can use your Channel Divinity to dispel deception and see the path forward. Any spells or magical effects within 30 feet of you that are Enchantment, Illusion, or Transmutation magic immediately end.

AURA OF DAWN

At 7th level, you emit an aura of pure sunlight while you are conscious. You emit bright light in a 10 foot radius. You and friendly creatures within the aura are immune to being blinded and hostile creatures within the aura have disadvantage against saving throws to avoid being blinded. The light you emit is considered natural sunlight for features such as sunlight sensitivity. As a bonus action you bring the light of your aura within yourself, or bring it back out into the world. When you do this, you no longer emit light, but the magic of the aura remains.

At 18th level, the range of aura increases to 30 feet.

STAR-LIT NAVIGATION

At 15th level, you are guided by the stars even when the sun is shining. You can perfectly recall details about the travel routes you take and you can not get lost or misled from your path by magical or nonmagical means, such as by illusion spells that alter terrain like *mirage arcane*.

Additionally, you have advantage on Intelligence (Investigation) checks and Wisdom (Perception) checks.

SOLAR FORCE

At 20th level, you become an avatar of the stars themselves. As an action you can assume this form and gain the following benefits:

- You are immune to Fire and Radiant damage.
- You gain a fly speed equal to your walking speed and can hover
- Friendly creatures within your aura have resistance to fire and radiant damage.
- Whenever you use your Divine Smite on a creature you have hit, it is blinded until the end of your next turn.

OATH OF THE TEMPLAR

Templar's are those whose supernatural powers give them incredible anti-magic capabilities. These warriors undergo a mystic ritual which fuses them with abilities specifically honed against spellcasters.

TENETS OF THE TEMPLARS

The tenets of the templars are spoken with warnings and cautionary tales.

Seek Control. Magic exists to serve man, and never to rule over him.

Purpose is Truth. Duty comes before all else.

Death over Possession. It is better to kill the possessed than let innocence become corrupted.

Observe the Rites. Rituals and rigidity must be maintained.

OATH OF THE TEMPLAR CLASS FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Warding
15th	Spell Purge
20th	Champion of the Just

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Stars Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE TEMPLAR SPELLS

Paladin Level	Spells
3rd	<i>detect magic, absorb elements</i>
5th	<i>silence, zone of truth</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>banishment, locater creature</i>
17th	<i>circle of power, dispel evil and good</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Annulment Strike. As a bonus action you can use your Channel Divinity to infuse your weapon with an anti-magic bite. The next time you hit a creature with a melee weapon attack before the end of your next turn, the target can't cast spells for a number of rounds equal to your proficiency bonus.

Hunt the Apostate. As an action you can use your Channel Divinity to see into the weave, revealing mages to you. You know the exact location of any creature capable of casting spells within 120 feet of you and the highest spell level that the creature is capable of casting. This does not tell you what those spells are.

AURA OF WARDING

Beginning at 7th level, your ability to rebuff the arcane permeates the air around you. You and friendly creatures within 10 feet of you have resistance to damage from spells.

At 18th level, the range of this aura increases to 30 feet.

SPELL PURGE

At 15th level you temporarily empower your aura, causing magic in the area to wither and become inert. You can cast the *antimagic field* spell without the need for material components. Once you cast the spell this way, you can't do so again until you finish a long rest.

CHAMPION OF THE JUST

At 20th level, you are the pinnacle of what it means to destroy magic. Hostile creatures within your aura must make a Constitution saving throw against your spell save DC whenever one tries to cast a spell. On a failed save, the spell slot is wasted and the spell does nothing.



RANGER

DRAGON STALKER

Dragonstalkers are rangers who have devoted their lives to to the understanding and hunting of dragons.

DRAGON STALKER FEATURES

Ranger Level	Feature
3rd	Dragon Stalker Magic, Stalker's Instincts
7th	Hitting the Mark
11th	Skyslayer Shot
15th	Stalker's Confidence

DRAGON STALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragon Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DRAGON STALKER SPELLS

Ranger Level	Spell
3rd	<i>featherfall</i>
5th	<i>dragon's breath</i>
9th	<i>haste</i>
13th	<i>raulothim's psychic lance</i>
17th	<i>hold monster</i>

STALKER'S INSTINCTS

Also at 3rd level your instincts have been honed specifically to hunt dragons and their minions. You gain the following benefits:

- While you have a dragon or one of its minion's marked, such as by the Favored Foe feature or the *hunter's mark* spell, you have advantage on attack rolls against the marked target.
- When you succeed on a Wisdom (Survival) check to track dragons, you are aware of any dragon within 5 miles of you for for a number of hours equal to half your ranger level.
- You can speak, read, and write draconic if you don't already know it.

HITTING THE MARK

At 7th level your draconic quarry can't escape your dogged pursuit of them. Whenever a mark on a dragon or a dragon's minion placed by you causes it to take damage, you add your proficiency bonus to the damage roll.

Additionally, while a dragon is marked, you know the exact location of its lair as long as it is within 10 miles of you.

SKYSLAYER SHOT

Starting at 11th level, you can knock dragons out of the sky with a well placed shot. Whenever you score a critical hit against a dragon that is in the air, the dragon uses its reaction to land in the nearest unoccupied space. If the dragon descends at least 60 feet before landing in this manner, it takes 3d6 bludgeoning damage and its speed is reduced to 0 until the beginning of your next turn. Any minion on the dragon when it lands has disadvantage on saving throws to not be knocked off of the dragon.

Additionally, your weapon attacks against dragons score a critical hit on a roll of 19 or 20.

STALKER'S CONFIDENCE

At 15th level, you're ability to maintain focus when under fire is absolute. You have advantage on saving throws to maintain concentration on your spells.

Additionally, when making a ranged weapon attack against a dragon, your range is doubled and you do not suffer disadvantage for making ranged weapon attacks at long range.



ELDRITCH MARKSMAN

Eldritch Marksman are rangers that have learned how to weave arcane magics into the ammunition of their weapons, giving them powerful ranged spell attacks.

ELDRITCH MARKSMAN

Ranger Level	Feature
3rd	Bonus spells, Elemental Mark, Arcane Spellcrafting
7th	Teleporter Ammunition
11th	Spellcharged Ammunition
15th	Arcane Ammo Pouch

BONUS SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Eldritch Marksman Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

ELDRITCH MARKSMAN SPELLS

Ranger Level	Spell
3rd	<i>incendiary ammo*</i>
5th	<i>magic weapon</i>
9th	<i>lightning arrow</i>
13th	<i>locate creature</i>
17th	<i>conjure volley</i>

ELEMENTAL MARK

At 3rd level, you have learned to empower your *hunter's mark* with elemental energy. You learn the *hunter's mark* spell if you do not already know it. This spell does not count against the number of spells you know. When you cast *hunter's mark*, you can choose to change the extra damage dealt to acid, cold, fire, or lightning damage for the duration of the spell.

At 11th level, the extra damage of *hunter's mark* increases to 1d8 and you can now choose for it to deal poison or thunder damage.

ARCANE SPELLCRAFTING

At 3rd level, you learn how to craft powerful combat magics to aid you in your endeavors. You learn two cantrips of your choice from the Wizard spell list. These cantrips use Wisdom as your spellcasting stat.

Whenever you gain a level in this class you can choose to replace a Ranger spell you know with a spell from the Wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell. These spells use Wisdom as your spellcasting stat.



TELEPORTER AMMUNITION

At 7th level, you learn to enchant your ammunition with powerful magic, allowing you to blink across the battlefield. As a bonus action, you can expend a 1st-level spell slot to enchant a piece of ammunition with conjuration magic, which lasts for 1 minute. Once enchanted, you can fire the ammunition at an unoccupied space within 30 feet that you can see.

When the ammunition impacts the spot, you can choose to immediately teleport to the space, or wait, leaving the enchanted piece ammunition imbedded in its place. At any time after impact you can use your reaction to teleport to the spot where the piece of ammunition impacted. Once the piece of ammunition is used to teleport, or the duration runs out before you teleport, the magic dissipates and the ammo is destroyed. If the space where your ammunition resides becomes occupied before you teleport to it, you instead teleport into the nearest unoccupied space.

Whenever you imbue a piece of ammunition with this ability using a spell slot of 2nd-level or higher, increase the range by an additional 10 feet per level of the spell.

SPELLCHARGED AMMUNITION

At 11th level, you have mastered weaving spells into your weapons. Choose a spell you know of 1st level or higher with a casting time of one action, and spend a spell slot as if you were casting it as normal. The spell must be capable of targeting a hostile creature or have an area of effect such as cone, cube, cylinder, line, or sphere.

As part of the action, you then make a single ranged weapon attack. If the attack hits, the target suffers the attack's normal effects and the effects of the spell. The target has disadvantage on all saving throws made against the spell, and automatically fails Dexterity saving throws against the spell. Spells with a directional area of effect such as a line or cone shoot out in the same direction as the fired ammunition's flight path.

If spell has an area of effect, you can target an unoccupied space or an object not currently being worn instead of a hostile creature. When the attack hits, the spell is cast with its effects centered on the object. Hostile creatures within the effect of a spell cast this way suffer no disadvantage on saving throws.

Whether the weapon attack hits or misses, the spell slot is expended on use and the piece of ammunition used in the attack is destroyed.

ARCANE AMMO POUCH

At 15th level, you create a magic pouch containing an amount of a specific type of ammunition, such as arrows or sling bullets. You can spend one hour performing a ritual to create it, containing 5 + your Wisdom modifier enchanted ammunition. The ammunition in this pouch is considered magical for the purposes of overcoming resistances. This enchantment lasts until you take another long rest or use all the pouch's ammunition. When all the ammo has been expended, the pouch vanishes. If you are knocked unconscious or die, the pouch vanishes, taking all unused ammunition with it. While this pouch is active, you can use a bonus action to pull a piece of ammunition from the pouch and load it into a ranged weapon you're wielding, imbuing the next piece of ammunition fired from it with one of the following effects.

- **Prime Shot.** You infuse the piece of ammunition with deadly accuracy towards a hated enemy. You have advantage on your next ranged weapon attack roll.
- **Ethereal Shot.** You infuse the piece of ammunition with energy from the ethereal plane. Your next ranged weapon attack ignores the effects of all cover and deals force damage instead of the weapon's normal damage type. If firing at a creature behind total cover, this ability consumes two ammo from the pouch.
- **Serrated Shot.** You infuse the piece of ammunition with shapeshifting magic, causing it to bristle with sharp serrated spines on impact. Your next ranged weapon attack scores a critical hit on a roll of 18-20.
- **Kill Shot.** You infuse the piece of ammunition with powerful death magic intended to slay the target. On a hit, if the target has less than 100 hit points it makes a Constitution saving throw against your spell save DC. On a failed save the necrotic power within the ammunition kills the target instantly. On a successful save the target takes 10d8 necrotic damage. The pouch must contain at least three pieces of ammunition for this ability to be used, and once the kill shot is fired, the magic in the pouch vanishes along with all remaining ammunition within.



ROGUE

HOARDSTEALER

Whether they are the bravest or craziest, Hoardstealers are beneath petty thievery, believing that pilfering a dragon's treasury is the best way to make a name for yourself.

HOARDSTEALER FEATURES

Rogue Level	Feature
3rd	Deep Pockets, Treasure Dowsing
9th	Vanishing Act
13th	Lair Mastery
17th	Between the Scales

DEEP POCKETS

Starting at 3rd level you've learned how to create extradimensional spaces to better carry treasure. You can spend ten minutes and 50gp enchanting a pouch or other small container, turning it to bag of holding (see page 153 of the DMG for details). You can only have one of these special bags made at a time. If you attempt to create a second, the first one is destroyed and any objects within its confines spill forth onto the ground around you.

TREASURE DOWSING

Also at 3rd level, you have learned how to seek out a dragon's hoard. As an action, you can cast the *locate object* spell without the need for material components. When the spell is cast this way, instead of looking for a specific object, the spell allows you to sense the presence of any items that are part of a dragon's hoard within 1 mile of you and where the location of those items are.

You can cast the spell this way a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

VANISHING ACT

At 9th level, you move with ease and grace when trying to remain undetected. You can move your full movement when trying to move silently instead of half, and you no longer suffer disadvantage on Dexterity (Stealth) checks while wearing medium or heavy armor.

Additionally, dragons and their minions have disadvantage on Wisdom (Perception) checks made to find you while you are hidden from them.

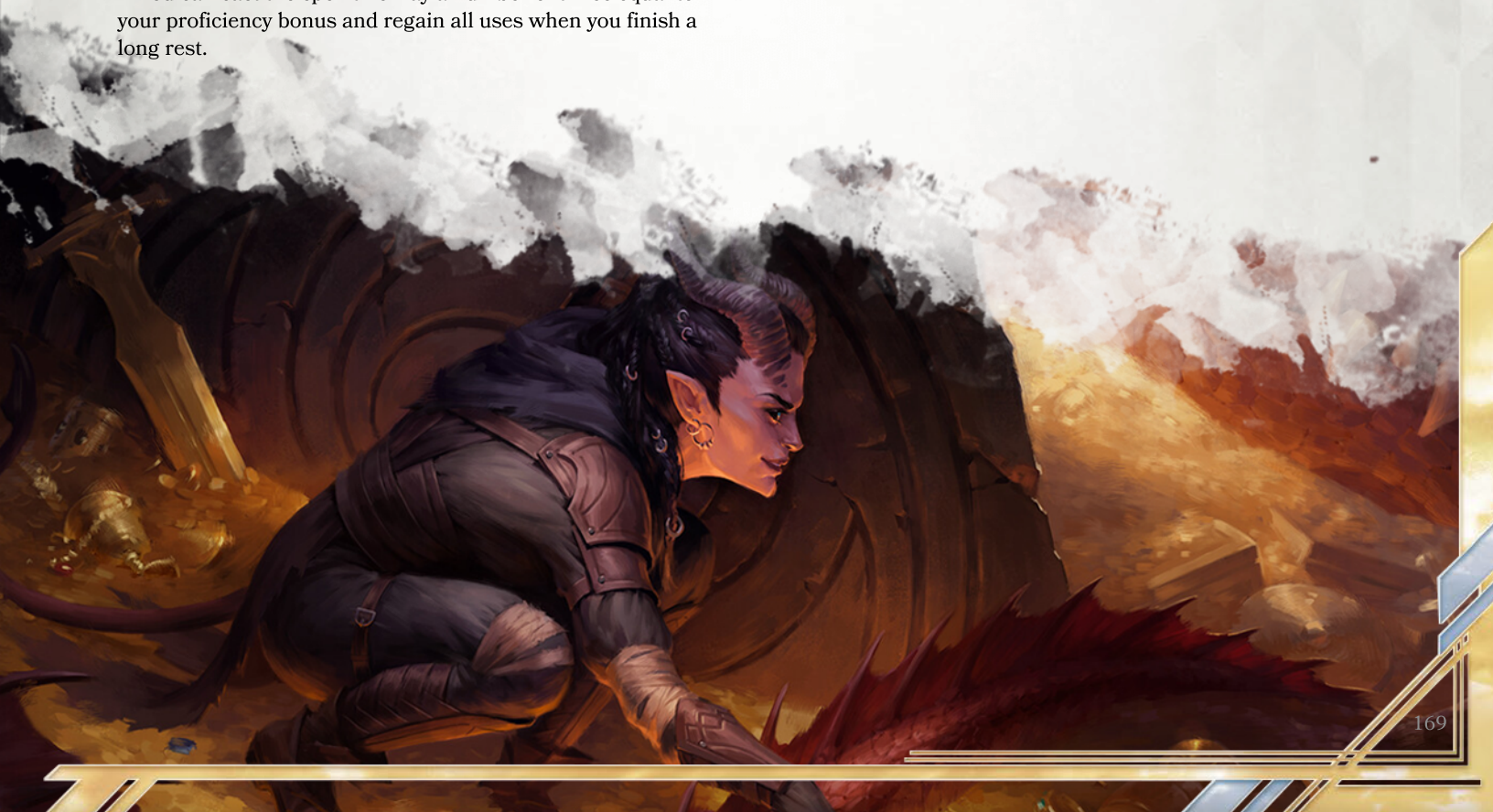
LAIR MASTERY

Beginning at 13th level, you know how to make your way through a dragon's lair like no one else. You have advantage on Wisdom (Perception) checks made to spot traps and Dexterity (Sleight of Hand) checks made to disarm traps.

Additionally, the extradimensional space created by your Deep Pockets feature now functions the same as a portable hole (see page 185 of the DMG).

BETWEEN THE SCALES

Starting at 17th level, locating a dragon's weakness is easy for you. Whenever you score a critical hit against a dragon, you can roll your Sneak Attack damage against it even if you do not meet the requirements or you have already used your Sneak Attack this turn.



SORCERER

ANNIHILIST

Annihilists are sorcerers who have a primal connection to death and decay. These mages excel at using raw death magic to destroy their foes. Most annihilists have a connection to the Negative Energy Plane, though some can be connected to the oldest of topaz dragons.

ANNIHILIST FEATURES

Sorcerer Level	Feature
1st	Bonus Spells, Force of Decay, Consume Life Essence
6th	Destructive Decay
14th	Entropic Suffusion
18th	Lord of Decay

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Annihilist Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ANNIHILIST SPELLS

Sorcerer Level	Spell
1st	<i>inflict wounds, ray of sickness</i>
3rd	<i>ray of enfeeblement, wither and bloom</i>
5th	<i>spirit shroud (necrotic only), summon undead</i>
7th	<i>blight, shadow of moil</i>
9th	<i>destructive wave (necrotic only), negative energy flood</i>

Additionally, when your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from any spell list provided it is a necromancy spell or the spell deals necrotic damage.

FORCE OF DECAY

Beginning when you take this archetype at 1st level, your connection to the forces of decay empower your most basic spells. Once per turn, when you cast a cantrip that deals necrotic damage or is a Necromancy spell, you add your Charisma modifier to the damage of the spell.

CONSUME LIFE ESSENCE

Also at 1st level, your death magics can drain the life of your foes to revitalize your own. Whenever a spell you cast of 1st level or higher that deals necrotic damage or is a Necromancy spell reduces a creature to 0 hit points, you can spend a number of spell points up to your level. When you do, you gain a number of temporary hit points equal to the spell's level + the amount of spell points spent.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

DESTRUCTIVE DECAY

At 6th level, your death magic causes arcane necrosis. Spells you cast that deal necrotic damage ignore resistances.

Additionally, Whenever a creature fails a saving throw against one of your necromancy spells, you can spend a number of spell points to apply one of the following effects:

Muscle Atrophy (1 spell point) The target's speed is reduced by 10 feet until the end of your next turn.

Necrotic Spread (2 spell points) The spell deals an additional 1d6 necrotic damage.

Organ Failure (3 Spell Points) The target has disadvantage on the next attack roll, ability check, or saving throw it makes before the end of your next turn.

ENTROPIC SUFFUSION

Starting at 14th level, your spells are further empowered by the negative energy that suffuses you. Once per turn, when you cast a spell of 1st level or higher that deals necrotic damage or is a Necromancy spell, you add your Charisma modifier to the damage of the spell.

LORD OF DECAY

At 18th level, the negative energies within you flow through you more naturally than your own blood. You gain immunity to necrotic damage and spells you cast that deal necrotic damage ignore immunities.

In addition, whenever you cast a spell that deals damage, you can change its damage type to necrotic.

BLADEFORGED

Those who call themselves bladeforged are a unique brand among sorcerers. The innate magic within them doesn't come as easily as other sorcerous origins, but relies on the bond a bladeforged has with a specific weapon. These sorcerers are masters of both melee and magical combat, wielding great two handed weapons and channeling their spells through them with ease.

BLADEFORGED FEATURES

Sorcerer Level	Feature
1st	Bonus Spells, Bladeforged Bond, Stance of Blades
6th	Extra Attack
14th	Spellblade
18th	Forged in the Arcane

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Bladeforged Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

BLADEFORGED SPELLS

Sorcerer Level	Spell
1st	<i>searing smite, zephyr strike</i>
3rd	<i>aid, magic weapon</i>
5th	<i>blinding smite, vampiric touch</i>
7th	<i>fire shield, freedom of movement</i>
9th	<i>banishing smite, steel wind strike</i>

BLADEFORGED BOND

Starting when you choose this origin at 1st level, you decide which weapon you will bond with, allowing you to better cast your spells. You gain proficiency with one melee weapon that has the two-handed or versatile properties. While you are wielding your bonded weapon in both hands, it counts as a spell focus for you, and you can perform somatic components while wielding it this way.

Additionally, you can use your Charisma for the attack and damage rolls of your bonded weapon.

Channeling magic through your bonded weapon is key to your ability to cast spells. While you are not wielding your bonded weapon in both hands, you have disadvantage on spell attack rolls, your spell save DC decreases by an amount equal to your proficiency bonus, and you automatically fail Constitution saving throws made to maintain concentration on your spells.

STANCE OF BLADES

Also at 1st level, while wielding your bonded weapon, you can enter a stance which mixes martial prowess and magical might that amplifies your combat capabilities.

You can use a bonus action to enter the stance, which lasts for 1 minute. It ends early if you are incapacitated, or if you are not wielding your bladeforged weapon. You can also dismiss the stance at any time you choose (no action required).

While your stance is active, you gain the following benefits.

- You gain a bonus to your AC equal to your Charisma modifier (minimum of +1).
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell the bonus equals your Charisma modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

SPELLBLADE

Beginning at 14th level, when you cast a spell requiring concentration that uses a weapon as a material component, or requires you to make an attack with a melee weapon, you can transfer the concentration of the spell into your bonded weapon. When you do, it no longer requires concentration, but the spell ends at the end of your next turn.

Once you imbue a spell into your bonded weapon with this feature, you can't do so again until an amount of time has passed equal to the concentration time of the spell imbued into the weapon. For example, if the spell has concentration up to 1 minute, you cannot imbue a spell into your weapon until 1 minute has passed.

FORGED IN THE ARCANE

At 18th level, your bonded weapon is truly an extension of yourself. You cannot be disarmed of your bonded weapon while you are conscience.

Additionally, whenever you cast a spell that requires an action, and use your spellblade feature to imbue it into your weapon, you can make one melee weapon attack with your bonded weapon as a bonus action.

ELEMENTALIST

Elementalists are powerful sorcerers that harness the primal elements of the planes to devastate their foes..

ELEMENTALIST FEATURES

Sorcerer Level	Feature
1st	Bonus Spells, Elemental Soul, Internal Conflux
6th	Elemental Sundering
14th	Helix of Power
18th	Elemental Overflow

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Elementalist Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

ELEMENTALIST SPELLS

Sorcerer Level	Spell
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>melf's acid arrow, rime's binding ice</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fire shield, storm sphere</i>
9th	<i>maelstrom, wall of stone</i>

ELEMENTAL SOUL

Beginning when you take this archetype at 1st level, you can harness roiling elemental power within you. You gain access to the primal elements of acid, cold, fire, and lightning, which determine your choices in this archetype. Choose one of the primal elements, you gain resistance to the chosen damage type. You can change which element you are resistant to when you finish a long rest.

INTERNAL CONFLUX

Also at 1st level, the elements roiling within you leak into your magic. When you cast a spell of 1st-level or higher that deals damage, you can spend 1 spell point. When you do, you deal additional damage equal to half your sorcerer level rounded down (minimum 1) to all affected targets. The damage type is your choice of acid, cold, fire, or lightning. If the spell damage is already among the primal elements you instead don't spend any spell points, but the chosen damage type cannot be the same as the spell being cast.

ELEMENTAL SUNDERING

At 6th level the elemental power within you crashes against your foes with unrelenting force. When you cast a spell that deals damage in one of the primal elements you can use your reaction to make the spell ignore resistances to that damage type this turn. You can use this feature a number of times equal to your proficiency bonus and regain all uses of when you finish a long rest.

HELIX OF POWER

Starting at 14th level, your elemental spells become increasingly more powerful. You can roll one additional damage die when determining the extra damage for a critical hit with a spell attack that uses one of the primal elements as its original damage type.

Additionally, you gain resistance to a second primal element damage type. You can change the second element you are resistant to when you finish a long rest.

ELEMENTAL OVERFLOW

At 18th level, your power over the elements is unmatched. You gain immunity to one of the two primal elements you are resistant to. You can change which element you are immune to when you finish a long rest.

Additionally, your Elemental Sundering and Helix of Power features become more powerful.

Elemental Sundering. The spell cast ignores immunities to the chosen damage type.

Helix of Power. This feature increases to two additional damage dice when scoring a critical hit.



GEOMANCER

Geomancers are powerful spellcasters that use the plane's boundless mineral resources for both offense and defense. Your magic springs from a mystical link between your soul and the magic of elemental earth.

You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to an elemental lord. Whatever your past, the magic of elemental earth is yours to command.

GEOMANCER FEATURES

Sorcerer Level	Feature
1st	Expanded Spell List, Diamond Skin, Earthen Offense
6th	Resilient Focus
14th	Malleable Response
18th	Earthbinder Nexus

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Geomancer Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

GEOMANCER SPELLS

Sorcerer Level	Spell
1st	<i>absorb elements, catapult</i>
3rd	<i>earthbind, spike growth</i>
5th	<i>minute meteors, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>transmute rock, wall of stone</i>

DIAMOND SKIN

Beginning at 1st level, your knowledge of geomancy allows you to cover your body with a fine layer of hardened gems, granting you extra protection. As long as you are not wearing armor, your AC is 13 + your Constitution modifier.

EARTHEN OFFENSE

Also at 1st level, you can pull minerals from the earth to forge a weapon. As an action, you can spend 2 spell points to create a melee weapon out of a mineral of your choice in your hand. You are proficient with this weapon while it is formed and it is considered magical for the purposes of overcoming immunities and resistances.

When the weapon leaves your hand, it disintegrates back into the earth. The weapon also disintegrates if you fall unconscious, die, or choose to release it (no action required).

This weapon counts as a spell focus for you.

RESILIENT FOCUS

Starting at 6th level, Your attunement to the earth revitalizes you when you tap into your magic. Whenever you cast a spell of 1st level or higher with a casting time of 1 action, you can use your bonus action to gain temporary hit points equal to the spell's level + your Sorcerer level.

You can use this feature a number of times equal to 1 + your Charisma modifier. You regain all expended uses of this feature when you finish a long rest.

MALLEABLE RESPONSE

At 14th level, your geomancy enhances your magical defenses. Whenever you cast a spell that grants you resistance to a damage type, creatures attacking you with a spell or weapon that deals the same type have disadvantage on attack rolls made against you for 1 minute.

You can use this feature a number of times equal to 1 + your Charisma modifier. You regain all expended uses of this feature when you finish a long rest.

EARTHBINDER NEXUS

Starting at 18th level, you summon a swirling maelstrom of jagged rocks to aid your allies. As an action you can surround up to five willing creatures in a whirlwind of stone, granting them the following benefits for 1 minute.

- The chosen creatures AC increases by 2.
- Ranged weapon attacks made against the chosen creatures have disadvantage.
- Whenever one of the chosen creatures makes a melee weapon attack, the target must make a Strength saving throw against your spellsave DC. On a failure the target takes 1d10 bludgeoning damage and is pushed back 5 feet. On a success, the target is pushed back 5 feet and takes no damage.

Once you use this feature, it can't be used again until you finish a long rest.



OCEAN ORIGIN

Sorcerers in tune with the ocean use the secrets of the deep as a powerful weapon, wielding water in all its forms.

OCEAN ORIGIN FEATURES

Sorcerer	Feature
1st	Bonus Spells, Gifts of the Sea, Curse of the Deep
6th	Oceanic Aegis
14th	Flow of a Current
18th	Ocean Soul

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Ocean Origin Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

OCEAN ORIGIN SPELLS

Sorcerer Level	Spell
1st	<i>create or destroy water, ice knife</i>
3rd	<i>blur, snowball swarm</i>
5th	<i>tidal wave, wall of water</i>
7th	<i>control water, watery sphere</i>
9th	<i>cone of cold, maelstrom</i>

GIFTS OF THE SEA

Beginning at 1st level, your connection to the sea grants you the ability to better traverse it.

You have a swim speed equal to your walking speed and you have darkvision out to a range of 60 feet while you are underwater. If your race already grants you a swim speed or darkvision, you instead increase your swim speed and/or darkvision by 30 feet.

CURSE OF THE DEEP

Also at 1st level, the secrets of the deep allow you to infuse your spells with the ancient curses of the sea. When you cast a spell, you can spend 2 spell points to give your spell one of the following effects.

Frozen Heart. You infuse your magic with the cold waters of the deep. The next spell you cast this turn that deals cold damage also reduces the target's speed by 10 feet until the end of your next turn if the spell hits.

Crashing Waves. You infuse your your magic with the crushing force of a mighty ocean wave. The next spell you cast this turn that deals bludgeoning damage causes the target to make a strength saving throw. On a failed save, the target is stunned until the end of your next turn.

Unrelenting Current. You infuse your magic with the force of the ocean's current. The next spell you cast this turn that forces the target to move also knocks the target prone at the end of the movement.

OCEANIC AEGIS

At 6th level, the ocean comes to your aid when you're in danger. As a reaction when you take damage from a nonmagical source, you can reduce that damage by an amount equal to your sorcerer level plus your Charisma modifier (minimum 1). Once you've used this feature, you can't do so again until you finish a long rest.

Additionally you have resistance to cold and fire damage.

FLOW OF THE CURRENT

Starting at 14th level, your body flows like water, allowing you to slip in and out of combat with ease. You can Dash, Disengage, and Dodge as a bonus action. When you do, they gain additional benefits.

Dash. When you Dash as a bonus action, opportunity attacks made against you have disadvantage until the end of your current turn.

Disengage. When you Disengage as a bonus action, your movement speed increases by 10 feet until the end of your current turn.

Dodge. When you Dodge as a bonus action, your AC increases by 2 until the beginning of your next turn.

OCEAN SOUL

At 18th level, you are one with the sea. You have immunity to cold and fire damage and your movement cannot be reduced below your base speed by any means. Additionally, while you are completely submerged underwater, you have advantage on all saving throws.



QUANTUM ORIGIN

These sorcerers manipulate the realities of quantum mechanics in order to achieve the results they desire.

QUANTUM ORIGIN FEATURES

Sorcerer Level	Feature
1	Bonus Spells, Quantum Storage, Item Replication
6	Reality Shift
14	Quantum Expansion
18	Quantum Bestowal

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Quantumancer Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

QUANTUMANCER SPELLS

Sorcerer Level	Spell
1st	<i>chaos bolt, identify</i>
3rd	<i>rope trick, wristpocket</i>
5th	<i>magic circle, nondetection</i>
7th	<i>dimension door, fabricate</i>
9th	<i>passwall, telepathic bond</i>

QUANTUM STORAGE

Beginning at 1st level, you can create a small pocket dimension that can be used to store items. The extradimensional space is 2 feet wide and 4 feet deep. Retrieving or stowing an item in the pocket dimension requires an action.

If you attempt to place an object with its own extradimensional space, such as a *bag of holding*, into this pocket dimension, it is shunted out immediately into the nearest unoccupied space.

ITEM REPLICATION

Also at 1st level, you can create copies of certain items held in your quantum storage. When you reach into your quantum storage for an item, you can spend 2 spell points. When you do, you instead pull out a copy of the item, leaving the original stored away in the dimension. The copy is indistinguishable from the real version and functions as if it were the real thing. The item must be an inorganic, nonmagical item that is not consumable, this includes material spell components.

While you are holding onto the copy, it retains its form, but upon it leaving your grip, the item vanishes into the air at the beginning of your next turn. The copy will also dissipate if it is caught in an area of antimagic such as with the antimagic field spell, or you dismiss it as a bonus action.

REALITY SHIFT

At 6th level, you open rifts in space time to create small portals that are able to teleport projectiles. As a bonus action you can open an entrance portal within 15 feet of you, with an exit portal appearing within 30 feet of the entrance portal. These portals are invisible to everyone but you. Projectile ammunition, thrown objects such as weapons, and ranged spell attacks with physical projectiles can pass through the portals.

When you make an attack against a creature using the portals, you make the attack normally as long as you are aware that the creature is within line of sight of the exit portal. If you are unaware of the target's location to the portal, you make the attack with disadvantage.

When you attempt to cast a projectile spell through the portal, you must make a saving throw equal to your spell DC + the level of the spell. On a success, the spell is cast through the portal as if it was cast normally. On a failure, the spell fizzles and the spell points are wasted.

You can create a number of these portals equal to half your Charisma modifier rounded up. Once you have used up all your portals, you cannot use them again until you finish a long rest.

QUANTUM EXPANSION

Starting at 14th level, you gain the ability to sequester yourself and your allies in a pocket dimension. By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the pocket dimension. You and those creatures gain the benefits of a short rest while sequestered within.

You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. Once you use this feature, you cannot use it again until you complete a long rest.

Additionally, your quantum storage size increases to 6 feet wide and 10 feet deep.

Finally, when you use your Item Replication, you can spend 4 spell points to make a copy of a magic item inside your quantum storage.

QUANTUM BESTOWAL

Beginning at 18th level, you can bestow certain spells onto others. For 1 minute, when you cast a spell with a range of self, you can spend double the number of spell points that it would normally take to cast the spell. When you do, choose a creature within 60 feet of you that you have line of sight to, and bestow the spell on them.

When you bestow the spell onto a willing target, you choose whether or not you choose the outcome of the spell or the target controls the outcome of the spell. When cast on an unwilling creature, the target makes an Intelligence saving throw. On a failed save, you control the outcome of the spell, the target controls the outcome of the spell on a success.

Once you use this feature you can't do so again until you finish a long rest.

SHADOWMANCER

A revised version of the Shadow Sorcerer found in the *Xanathar's Guide to Everything*. It honestly felt like more of a "dark mage" than an actual shadowmancer, so a friend and I rebuilt it from the ground up.

SHADOWMANCER FEATURES

Sorcerer Level	Feature
1st	Expanded Spell List, Piercing Gaze, Penumbral Shift
6th	Dance of Shadows
14th	Umbral Form
18th	Antumbral Body

BONUS SPELLS

At 1st level, you learn an additional spell when you reach certain levels in this class, as shown in the Shadowmancer Spells table. These spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

SHAOWMANCER SPELLS

Sorcerer Level	Spell
1st	<i>cause fear, dissonant whispers</i>
3rd	<i>darkness, shadowblade</i>
5th	<i>gaseous form, hunger of hadar</i>
7th	<i>black tentacles, shadow of moil</i>
9th	<i>enervation, mislead</i>

PIERCING GAZE

Beginning at 1st level, your ability to see in the darkness is far better than your peers

You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet

You are able to see through magical darkness at 3rd level, and the range of your darkvision increases to 120 feet at 6th level.

PENUMBRAL SHIFT

Also at 1st level, you instinctively take the form of shadows when in danger, causing weapons to pass through you harmlessly. When you are hit with a weapon attack, you may use your reaction to momentarily turn into shadow causing weapon attacks, including the triggering attack, to automatically miss when attacking you until the start of your next turn.

Once used you cannot use this feature again until you have completed a long rest

DANCE OF SHADOWS

At 6th level, you move from shadow to shadow as if it is your natural habitat. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness

The distance you can teleport increases to 90 feet at 9th level and 120 feet at level 15th level.

UMBRAL FORM

Starting at 14th level, you may spend 6 spell points to become one with the shadows for up to 10 minutes. You, along with everything you are wearing and carrying, are shifted into pure shadow for the duration.

While in the form, your movement options are altered by the surrounding lighting conditions. In normal, dim, and bright light you become a flat shadow that can move across any surface. In either magical or nonmagical darkness, you are completely unaffected by gravity and can move in any direction freely. Your move speed is halved in bright light, unaffected in normal light, and doubled in dim light or darkness. Breaks in the terrain such as small holes, narrow openings, and cracks in objects count as difficult terrain.

While in this form, you have advantage on Strength, Dexterity, and Constitution saving throws. You also gain immunity to nonmagical attacks and vulnerability to radiant damage.

Your umbral form ends early if you are incapacitated, die, or you dismiss it as a bonus action. It will also end early if you receive radiant damage equal to half or more of your current hit points in a single turn. You must succeed on a Constitution saving throw against DC of 10 + half the radiant damage received, or the forms ends.

While in this form you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. you also can't attack or cast spells.

ANTUMBRAL BODY

At 18th level, you are able to turn your body into a writhing mass of perpetual darkness. As an action you emit a 5 foot sphere of magical darkness centered on you. The darkness spreads around corners. Creatures with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

A spell of 6th level or higher that creates an area of light can temporarily suppress the darkness, but only for as long as the light source remains within the 5 foot radius.

Once you use this feature, you can't do so again until you finish a long rest.

WARLOCK

DRAGON LORD PATRON

Your patron is an ancient and powerful dragon that believes you worthy of its time. Perhaps it is curious to see what a mortal can do with such power, or maybe you found a teacher in a very unlikely place.

DRAGON LORD FEATURES

Warlock Level	Feature
1st	Bonus Cantrip, Expanded Spells, Draconic Empowerment, Dragon's Senses
6th	Gift of the Draconic
10th	Adept Draconic Casting
14th	Dragon's Magus

BONUS CANTRIP

When you choose this patron at 1st level, you learn one cantrip of your choice. The chosen cantrip must deal damage and require an attack roll or saving throw.

The chosen cantrip is affected by your blast shapes where it makes sense for the spell to have such a function, but cannot be altered by blast shapes with the transfiguration tag.

EXPANDED SPELLS

The Dragon Lord grants you access to a special pool of spells. You learn additional spells when you reach certain levels in this class, as shown on the Dragon Lord Expanded Spells table. Each of these spells counts as a Warlock spell for you, but it doesn't count against the number of Warlock spells you know.

DRAGON LORD EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, identify</i>
2nd	<i>alter self, rime's binding ice</i>
3rd	<i>ashardalon's step, protection from energy</i>
4th	<i>charm monster, raulothim's psychic lance</i>
5th	<i>seeming, summon draconic spirit</i>

DRACONIC EMPOWERMENT

At 1st level, the dragon lord you serve fills your veins with its arcane power. Choose a damage type from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Whenever you cast a spell of 1st level or higher that deals damage and only targets one creature, you can choose to add 1d4 damage of the chosen type to the damage of the spell. You can add this damage to your spells a number of times equal to your proficiency bonus, and regain all uses when you finish a short or long rest.

This damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

DRAGON'S SENSES

Also at 1st level, you gain darkvision out to a range of 60 feet and blindsight out to a range of 10 feet. If you already have darkvision from your race, its range increases by 30 feet. If you already have blindsight from your race, its range increases by 5 feet.

GIFT OF THE DRACONIC

At 6th level, your patron's power comes easiest when using their own spells. Whenever you cast a spell from your Expanded Spell List, you cast it at one spell level higher, to a maximum of 6th level.

ADEPT DRACONIC CASTING

Starting at 10th level your patron's magic allows you to weave their spells with better control. You ignore verbal and somatic components for spells cast from your Expanded Spell List.

Additionally, once per turn when a creature makes a saving throw against one of your spells, you can use your reaction to force that creature to make the save with disadvantage.

DRAGON'S MAGUS

Beginning at 14th level, you have mastered your patron's spells. Whenever you cast a spell from your Expanded Spell List for the first time in a turn, it doesn't expend a spell slot if this is the first time you've cast a spell since finishing a long rest.



THE GREAT SERPENT

Wise and powerful, the Great Serpent is an entity that embodies the best and worst of serpentine folklore. A creature of subtlety and manipulation, the Great Serpent seeks knowledge in all its forms. Many seek it out in the hopes of answering life's great questions, only to be unknowingly coerced into giving the Serpent exactly what it wants. Some say its knowledge holds the secret of immortality, while others believe that once it has gained all knowledge possible, it will devour the universe.

Those that the Serpent deems worthy can taste in its great power, gaining snake-like abilities and magics that beguile and entrance. How the Serpent chooses its "champions" is a mystery. There are those who claim it gave them power after posing a question the serpent could not answer, sent out to seek out the knowledge themselves and giving the serpent the same knowledge in return. Then there are those who were given power simply due to their fascination with snakes, somehow flattering the mighty ophidian for simply existing.

GREAT SERPENT FEATURES

Warlock Level	Feature
1st	Bonus Cantrip, Expanded Spell List, Ophidian Form, Forked Tongue
6th	Shed Skin
10th	Empowered Ophidia
14th	Wealth of Knowledge

BONUS CANTRIP

When you choose this patron at 1st level, you learn the *poison spray* cantrip if you don't already know it.

It is affected by your blast shapes where it makes sense for the spell to have such a function, but cannot be altered by blast shapes with the transfiguration tag.

EXPANDED SPELL LIST

The Great Serpent grants you access to a special pool of spells. You learn additional spells when you reach certain levels in this class, as shown on the Great Serpent Expanded Spells table. Each of these spells counts as a Warlock spell for you, but it doesn't count against the number of Warlock spells you know.

GREAT SERPENT EXPANDED SPELLS

Warlock Level	Spells
1st	<i>command</i> , <i>silent image</i>
3rd	<i>blur</i> , <i>mind whip</i>
5th	<i>conjure animals (snakes only)</i> , <i>feign death</i>
7th	<i>compulsion</i> , <i>hallucinatory terrain</i>
9th	<i>mislead</i> , <i>modify memory</i>



OPHIDIAN FORM

At 1st level, the Great Serpent has bestowed upon you the ability to take on its form for a short time. While in this form, scales cover your body, your eyes become serpentine slits, and your teeth grow into venomous fangs. You can enter this form as a bonus action, while in this form you gain the following benefits:

- You gain a +1 bonus to your AC.
- You can make a bite attack as an unarmed strike that uses your Charisma for the attack. On a hit, it deals 1d6 plus your Charisma modifier piercing damage plus 1d4 poison damage.
- When you cast a spell that only has one target and deals no damage, you can choose to deal necrotic damage to the target equal to your proficiency bonus on a failed save or half as much on a successful one.
- You gain 60 feet of dark vision. If you already have darkvision from your race or another source, it increases by 30 feet.

This form lasts for 1 minute, and you can't use it again until you finish a short or long rest.

FORKED TONGUE

Also at 1st level, the Great Serpent instills in you a portion of its eloquence. You gain proficiency in two Charisma skills of your choice.

Additionally, you can telepathically speak with snakes and snake like creatures within 30 feet of you. Creatures you speak with in this manner that have an Intelligence of 3 or less automatically regard you as friendly when speaking with you.

SHED SKIN

At 6th level your serpentine traits allow you to shed your skin as means to rid yourself of any ailments. As an action you can remove one condition from yourself that is not charmed, frightened, or unconscious. Alternatively you can reduce your exhaustion by 1 level.

Additionally, if you are in your Ophidian Form you regain hit points equal to your Warlock level + your proficiency bonus when you use this feature.

Once you have used this feature, you can't do so again until you've completed a short or long rest.



EMPOWERED OPHIDIA

Starting at 10th level the magic from the Great Serpent imbues your Ophidian Form with greater power. While in your Ophidian form, it gains the following benefits.

- The AC bonus increases to +2.
- Your bite's poison now lingers. A creature that takes damage from your bite attack must make a Constitution Saving throw equal to your spell save DC. On a failed save the target is poisoned for 1 minute. A poisoned creature can make the saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on the the save is immune to the poison for 24 hours.
- The necrotic damage dealt is doubled. Additionally, the damage does not end a spell effect such as *charm person* that would normally end when damage is dealt to the target.
- Your darkvision increases by an additional 60 ft.

WEALTH OF KNOWLEDGE

At 14th level, the Great Serpent has gifted you a great amount of knowledge on battlefield tactics for you to use. As an action you can tap into the store of knowledge. When you do, your next attack is an automatic critical hit, or the next saving throw a creature makes against one of your spells is an automatic failure.

Alternatively you can choose to force this wealth of knowledge on another. The creature makes an Intelligence saving throw against your spell save DC. A creature takes 14d6 psychic damage and is incapacitated until the end of your next turn on a failed save. On a successful save the creature only takes half damage and is not incapacitated. Additionally, a creature that succeeds on the save gleans some of the knowledge and has advantage on all attacks against you for 1 minute.

Once you have used this feature, you can't do again until you finish a long rest.



THE SORROW-SWORN

There exist people who never overcome the losses they suffer and learn to live with their grief. A father who sees his dead daughter in every child, a son who sees his deceased mother in every parent. The Sorrow-Sworn are a collective of spirits that lived a similarly tragic life, but could not find rest in the afterlife.

These spirits seek out those still living these tragedies in order to grant them a measure of power that is drawn from their grief stricken lives. The individuals chosen generally do not follow any other pattern, the Sorrow-Sworn grant power regardless of whether or not the individuals asks or wants for it. Once someone has been given their powers, the Sorrow-Sworn do attempt to instill values within their chosen to go out and end the suffering of others, so that they may not live a life of anguish. These spectral voices that accompany the giving of power are the only real signs that someone has been chosen by the Sorrow-Sworn.

Since the Sorrow-Sworn never communicate with those they gift their powers, not many are aware of their motives, or the prices paid by those who have the gifts thrust upon them. Some believe the Sorrow-Sworn are simply benevolent in their own way, attempting to use the suffering of their chosen to try and make the world better, while others believe that the price of the gifts is joining the Sorrow-Sworn in death, never seeing a peaceful afterlife.

Those who are given the gift of the Sorrow-Sworn tend to keep their own suffering to themselves, perhaps telling stories of those they've lost, but never letting others know the depths of how much their loss has changed them. They seek to fill the void the best they can, most seek out to help others in need, but some use their gifts to exact terrible vengeance upon those that made them suffer, or grab at power to change the fates of others.

SORROW-SWORN FEATURES

Warlock Level	Feature
1st	Bonus Cantrip, Expanded Spells, End Suffering Quickly, Sense Anguish
6th	Armor of Apathy
10th	Protect the Fallen
14th	Manifest Sorrows

BONUS CANTRIP

When you choose this patron at 1st level, you learn the *ray of frost* cantrip if you don't already know it.

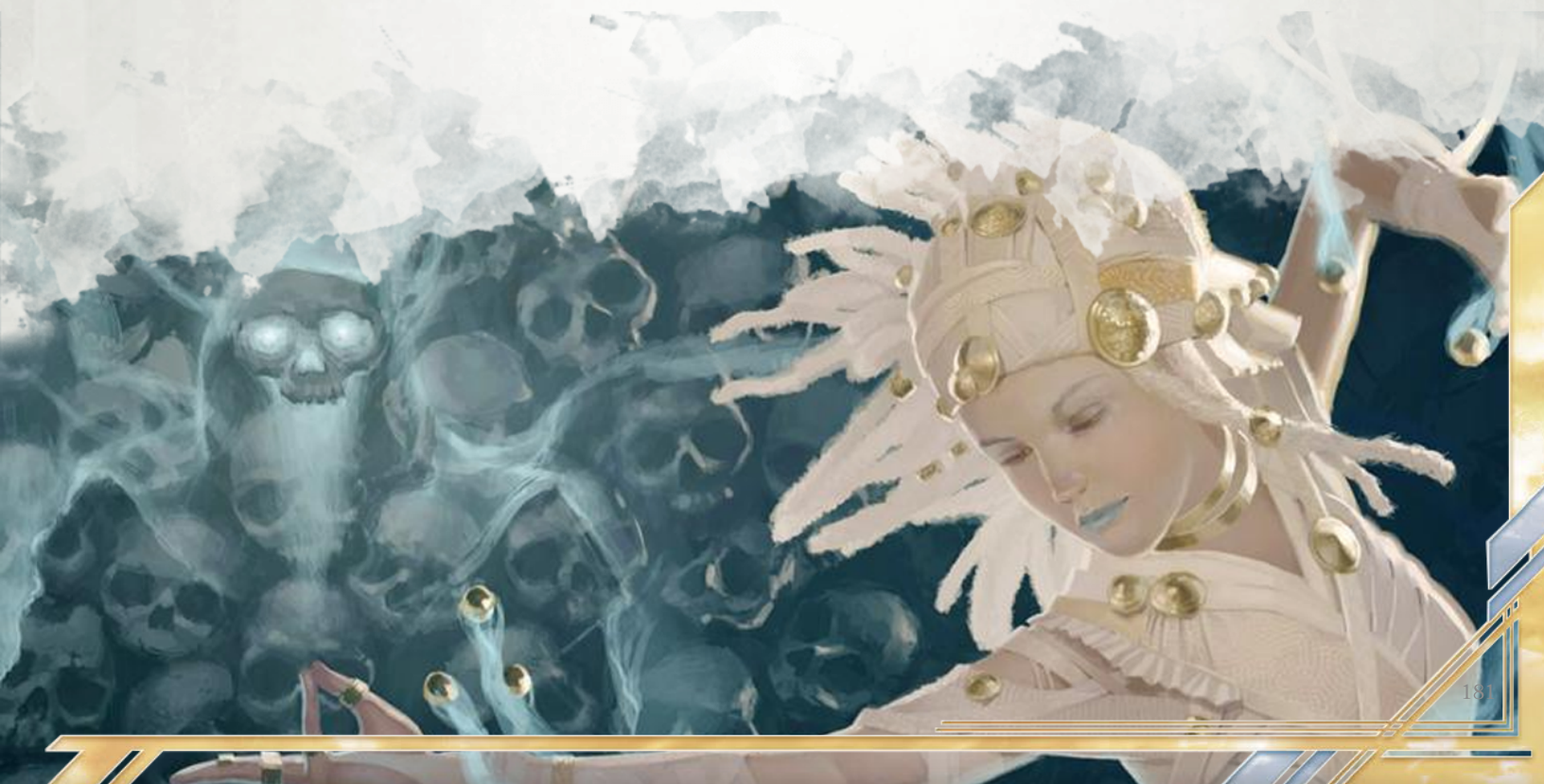
It is affected by your blast shapes where it makes sense for the spell to have such a function, but cannot be altered by blast shapes with the transfiguration tag.

EXPANDED SPELL LIST

The Sorrow-Sworn grants you access to a special pool of spells. You learn additional spells when you reach certain levels in this class, as shown on the Sorrow-Sworn Expanded Spells table. Each of these spells counts as a Warlock spell for you, but it doesn't count against the number of Warlock spells you know.

SORROW-SWORN EXPANDED SPELLS

Warlock Level	Spells
1st	<i>guiding bolt, protection from evil and good</i>
3rd	<i>aid, calm emotions</i>
5th	<i>beacon of hope, life transference</i>
7th	<i>death ward, freedom of movement</i>
9th	<i>dream, greater restoration</i>



END SUFFERING QUICKLY

Beginning at 1st level, you understand that letting your enemies suffer is just as damning as letting innocence suffer.

As an action, you can mark a target within 30 feet of you. You can add your Charisma modifier (minimum 1) to damage rolls made against the marked target. When a marked creature dies, you can choose to move the mark to a new creature within 10 feet of it. You can repeat this process as long as there are creatures within range to mark.

Once there are no enemies in range for the mark to transfer to, it dissipates and you can't mark a target again until you finish a short or long rest.

SENSE ANGUISH

Also at 1st level, your patron as instills in you the ability to sense suffering in others.

As an action you can open your mind and expand it to pinpoint those who are suffering in some way within a 60-foot radius centered on you. When you make a Wisdom (Insight) check or Charisma (Persuasion) check against a creature you have pinpointed as suffering, you double your proficiency for the rolls.

ARMOR OF APATHY

At 6th level, your ability to endure your internal suffering makes other hardships seem trivial by comparison, and your patron's gift enhances that resolve.

Whenever you make a saving throw against a spell or effect that would impose a condition on you, or you roll to end a condition on yourself, you have advantage on the roll as long as you are conscious.

PROTECT THE FALLEN

Starting at 10th level, your patron grants you swift action against those who would defile the ones you safeguard.

Whenever a hostile creature makes an attack against a friendly creature that is dying within 30 feet of you, you can use your reaction to teleport to an unoccupied space adjacent to the dying creature. When you do, the hostile creature must reroll the attack with disadvantage.

If the attack still hits, you can make one weapon attack or cast a cantrip against the hostile creature.

MANIFEST SORROWS

At 14th level you have learned how to harness the power of the Sorrow-Sworn and can manifest them for a short time to protect you and your allies.

As an action, you manifest a swirling mass of spirits in a 10-foot radius centered on you that last for 1 minute. While the spirits are manifested, you gain the following benefits:

- You are lightly obscured to hostile creatures.
- As a bonus action, you can point to a dying creature within the swirling mass. That creature automatically succeeds on its next death saving throw.
- A hostile creature that enters the swirling mass for the first time in a turn, or starts its turn there takes 2d6 psychic damage.
- The first time you are reduced to 0 hit points while in the swirling mass, you gain 1 hit point and the ability ends.

Once you've used this feature, you can't do so again until you finish a long rest.



WIZARD

BATTLE MAGE

Battle mages are powerful wizards who specialize in close-combat magics. These front line spellcasters are masters of both offense and defense

BATTLE MAGE FEATURES

Wizard Level	Feature
2nd	Lifeward, Spellbloom
6th	Combat Clarity
10th	Arcane Warrior
14th	Fade Shroud

LIFEWARD

Beginning at 2nd level, the magic within you bolsters your body for close combat. Your hitpoint maximum increases by 2, and it increases by 1 again whenever you gain a level in this class.

SPELLBLOOM

Also at 2nd level, your training in casting spells in close combat has allowed you to alter spells to fit your fighting style, as well as grant you protection from them.

Whenever you cast a spell of 1st level or higher that has a maximum range greater than 10 feet, you can choose to alter the spell, reducing its maximum range to 10 feet. When you do, you gain the following benefits.

- If the spell requires you to make a saving throw, you automatically succeed on the saving throw, taking no damage from the spell.
- If the spell requires an attack roll, casting it within 5 feet of a hostile creature does not impose disadvantage to the attack roll.

COMBAT CLARITY

Starting at 6th level, you're focus on casting while in the thick of battle is second to none. You gain proficiency in Constitution saving throws.

Additionally, if you would fail a Constitution saving throw to maintain concentration on a spell, you can use your reaction to double your proficiency for the roll, in an attempt to succeed on the save. You can use this feature a number of times per long rest equal to your Intelligence modifier (minimum 1).

ARCANE WARRIOR

At 10th level, your mastery of weaving spells in close combat is unmatched. When you cast a cantrip with a maximum range of 10 feet, you can use your bonus action to cast the same cantrip. This includes spells with a range of self and touch.

FADE SHROUD

Beginning at 14th level, you have crafted a powerful enchantment to protect you in battle. While you are not wearing armor your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

Additionally, while your fade shroud is active, you only take half damage from spells cast by hostile creatures.



DRACONOLOGIST

Dracoinologists are wizards who have devoted their lives to the study of dragons and their ilk. Through research and the arcane arts they have found ways to augment their magic to be more draconic in nature.

DRACONOLOGIST FEATURES

Wizard Level	Feature
2nd	Draconology, Dragon Magery
6th	Helix Embodiment
10th	Summon Draconic Steed
14th	Hellkite Magery

DRACONOLOGY

Beginning when you take this archetype at 2nd-level, your studies have made you an expert on everything draconic. You gain the following benefits:

- You can speak, read, and write draconic.
- You have advantage on any Intelligence skill check relating to dragons.
- When you cast *find familiar*, you can choose to summon a pseudodragon.

DRAGON MAGERY

Also at 2nd level, your study of dragons allows you to infuse your magic with their majesty. As a bonus action you can choose one of the draconic embodiments to bolster your magic.

Dragon's Breath. Whenever you cast a spell of 1st-level or higher that creates an area of effect, you increase the area created by 10 feet.

Dragon's Claws. Whenever you cast a spell of 1st-level or higher that uses a spell attack roll, you can use your reaction to bolster the spell. When you do, the spell gains a bonus to the attack roll equal to your proficiency bonus.

Dragon's Presence. Whenever you cast a spell of 1st-level or higher that forces a creature to make a saving throw, you can use your reaction to bolster the spell. When you do, one creature affected by the spell has disadvantage on its initial saving throw against the spell.

Dragon's Scales. Magical scales coat your body. You gain a +1 bonus to your AC.

Dragon's Senses. Your senses sharpen to an inhuman degree. You gain blindsight out to a range of 30 feet.

Dragon's Wings. Spectral wings sprout from your back. You gain a fly speed equal to your walking speed.

Your draconic embodiment lasts for 1 minute. While you have a draconic embodiment active, you can use your bonus action to expend a spell slot of 1st-level or higher. When you do, you can change to a different embodiment. This does not refresh the embodiment's duration.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest, unless you expend a spell slot of 1st level or higher to activate another embodiment.



HELIX EMBODIMENT

At 6th level, your studies have allowed you to better embody the dragons you research. You can now activate two draconic embodiments at once with a single bonus action.

If you choose to change embodiments while both are still active, you can only change one at a time.

SUMMON DRACONIC STEED

Starting at 10th level, your research has taught you how to summon a dragon to your aid. You add the *Find Greater Steed* spell to your spellbook. The spell is always prepared, does not count against the number of spells you can prepare, and counts as a wizard spell for you.

When you cast the spell, you summon a Dragonnel (*Fizban's Treasury of Dragons* pg. 190) instead of the listed options.

HELLKITE MAGERY

At 14th level, your knowledge of dragons is second to none. When you use your Dragon Magery feature, your dragon embodiments gain additional abilities.

Dragon Breath. The area of the spell increases by an additional 10 feet.

Dragon Claw. The spell now ignores damage resistances.

Dragon Presence. A second creature affected by the spell has disadvantage on its initial saving throw.

Dragon Scales. The AC bonus increases to +2.

Dragon Senses. Your blindsight increases to 60 feet.

Dragon Wings. Your fly speed is doubled and you can hover.

KNIGHT-ENCHANTER

Knight-Enchanters are part of the select few mages who can use melee attacks by summoning a sword from thin air. They train with magics that bolster their defenses and can even deflect projectiles with their summoned blade.

KNIGHT-ENCHANTER FEATURES

Wizard Level	Feature
2nd	Summon the Spirit Blade, Knight-Protector
6th	Defending Blade
10th	Spirit Cloak
14th	Energy Blade

SUMMON THE SPIRIT BLADE

Beginning when you take the archetype at 2nd level, you have learned the art of summoning a sword of pure magic to assail your enemies with. You know the *spirit blade* cantrip (found in the *Shadowheart Apocrypha: Spells*, pg. 10).

Additionally your control over your spirit blade is so precise you can use it to deflect projectiles. When you are hit by a ranged weapon attack, you can use your reaction to cast *spirit blade* targeting the projectile instead of a creature. When you do so, the damage you take from the attack is reduced by 1d10 + your Intelligence modifier + your wizard level.

If you reduce the damage to 0, your spirit blade absorbs the kinetic energy of the strike and sends it back at the attacker. The target makes a Dexterity saving throw. On a failed save, the creature takes force damage equal to the damage reduced with this feature.

You can deflect projectiles this way a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

KNIGHT-PROTECTOR

Also at 2nd level you have trained in armor and can use your magic to layer a protective barrier over it. You gain proficiency with light armor, and can use your Intelligence modifier instead of your Dexterity modifier for calculating your AC.

DEFENDING BLADE

At 6th level your mastery of the spirit blade allows you to summon it on instinct. When you cast *spirit blade* you can choose to cast it as a bonus action rather than an action.

SPIRIT CLOAK

Starting at 10th level, you infuse your body with the same ethereal energy as your spirit blade, allowing you to phase through reality for a time. As an action you can expend a spell slot of 1st-level or higher to become incorporeal for a number of rounds equal to the spell slot expended. While incorporeal in this way, you can move through creatures and solid objects as if they were difficult terrain. Attacks against you are made with disadvantage and you have advantage on all saving throws.

You phase back into reality when the duration ends or if you make an attack, cast a spell, or fall unconscious. If you return to the material while inside an object or creature, you are shunted to the nearest unoccupied space and take 1d10 force damage.

ENERGIZED BARRIER

At 14th level, your barrier magic flows effortlessly around you. You add your Intelligence modifier to any Strength and Dexterity saving throws you make.



PATCH NOTES

VERSION 1.0

It exists!

VERSION 1.5

- Changed up the Dragon Domain cleric spells because I wasn't happy with some choices.
- Fixed a very super glaring typos. I'm sure there's some I missed.

VERSION 2.0

- Added a starting wealth section to all the classes, as it was previously only on two of them.
- fixed more typos.

VERSION 3.0

- Added the Drone Keeper as the FIRST artificer archetype!
- Added the College of Temporal Distortion to the bard archetypes!
- Necromagus Aspect of Blood: Blood Bond now activates as a bonus action.

VERSION 4.0

- The Dracolite's Frightful Presence is now a Wisdom save instead of Charisma.
- The Maledictor's Brand attack debuff is now actually tied to your proficiency bonus. It functions the exact same as before, just with slightly different wording and the debuff column removed from the table.
- The Runebinder Maledictor's Combatant's Hex feature now uses an Insight check instead of Perception.
- Lots of formatting updates to older features. These changes to how things are worded don't change how the abilities work, just makes them sound better.

VERSION 5.0

- Added the Bladeforged to the sorcerer revised archetypes!
- Added the Cosamic Origin to the sorcerer revised archetypes!
- Geomancer now has an art piece!
- Some more obvious typos fixed. I'm sure there are still maaaaany moooore.

VERSION 6.0

- New Sorcerer archetype- the elemental!
- New Sorcerer archetype- the annihilist!
- Bladeforged sorcerer's Bladeforged Bond now specifies that you have to be wielding the weapon in both hands. This was always intended, but could technically be subverted by wielding a versatile weapon in one hand.
- Bladeforged sorcerer's extra attack now works like the Bladesinger, where you can replace an attack with a cantrip.
- Primeval Champion Great Titan companion now counts as one size larger for carrying capacity.
- Some wording clean up on some Primeval Champion features, only syntax no mechanical changes.

VERSION 7.0

- New class: DRACOMANCER!
- Dracomancer's Mystic Growth now grabs from any spell list, making getting a damaging cantrip easier and with more variety.
- Dracolite's breath weapon is now PB per long rest.
- Dracolite's frightful presence now recharges on a short rest.
- Reverent Breath's Continuous Exhalation has been reworked to recharge on a short rest.
- Winged Guardian's Draconic Aura is now PB per long rest.
- Winged Guardian's Expanding Aura has had its extra duration removed due to the now PB per long rest feature of the aura
- Maledictor's Brand now is PB times per short rest.
- Maledictor's Extra Attack now allows for cantrip use like the Bladesinger.
- Arcane Ravager's Arcane Dominion now recharges on a short rest.
- Hierophant's Hierphant's Grace now recharges on a short rest.
- Thaumaturgist's Invigorating Detonation now recharges on a short rest.
- Primeval Champion's Learning From Experience now recharges on a short rest.
- New Fighting Style: Saddle Warrior, available to Fighter and certain Dracomancer archetypes.

VERSION 8.0

- Added the full titles of the revised classes to the table of contents.
- Some classes lacked the Ability Score Improvement feature. I know we all know what that means, but it still should be included. So I have included it.
- Dracolite now has Solar and Lunar dragons options under Additional Draconic Options
- Dracomancer now has Solar and Lunar Draconic Companion options.
- New Fighter archetype: Dread Knight, a fear based fighter that gets stronger the more damage they take!
- Dragonsong Bard's Song of Resistance now encompasses all elements since we have dragons of every element.
- Dragonsong Bard's Song of Draconic Restoration now scales off proficiency.
- Dragon Domain Cleric's Divine Element now has the full suite of elements.
- Circle of the Hidecarved Druid's Spell armor has been updated to grant general spell resistance and can be used equal to PB.
- Circle of the Hidecarved Druid's Antimagic Armoring usage is now equal to PB. It has also been properly worded for 10th level.
- Dragonslayer Fighter's Iron Slayer now has resistance to all dragon damage and only physical damage from minions.
- Way of the Dragon's Talon monk has been entirely reworked to be an anti-dragon monk. This is because I've never been truly happy with the archetype, and with the Ascendant Monk we have a dragon themed archetype.
- Dragonstalker Ranger's Stalker's Instincts has been updated to work regardless of Ranger features chosen.

- Dragonstalker Ranger's Hitting the Mark has been updated to work a little better with the changes made to Stalker's Instincts.
- Hoardstealer Rogue's Deep Pockets now just straight up makes special bags of holding.
- Hoardstealer Rogue's Treasure dowsing is has been reworded to make it a bit more fun.

VERSION 9.0

- New Paladin archetype: Oath of the Stars
- Sorcerer Revised has had its Metamagic feature moved to second level for better feature spacing.
- Removed the Demi-Dragon archetype Aspect of the Voidmaw section since I now have my own dragon class. You can find the revised version in my Great Wyrms class.
- Table of Contents updated with the right page numbers (I apparently missed this the last couple updates, oops!)
- Fixed a bunch of weird formatting issues that misplaced tables and images.

VERSION 10.0

- Fixed the Dracolite's hit point section missing part of it.
- The existing Knight-Enchanter archetype has been renamed to the Battle Mage
- New Barbarian archetype: The Ash Warrior
- New Paladin archetype: The Templar
- New Wizard archetypes: The Knight-Enchanter and the Draconologist

VERSION 11.0

- Dracomancer has had its equipment updated, it now gets a chain shirt instead of chain mail.
- Sorcerer Revised now has its full official spell list here, so you don't need to look in another book for it.
- The Cosmic Origin & Primeval Origin sorcerer archetypes have been removed. They have been folded into my Astromancer class, which is about 80% done.
- The warlock reinvented has been completely overhauled and reworked.
- Warlock spells have been returned to their old way and no longer are considered Invocations.
- Warlocks can now cast more spells per rest to make them feel a bit better.
- Warlock spell list have been updated and expanded.
- Warlock Pact Essence feature has had its name changed back to Invocations.
- Invocations are now categorized by general invocations, pact invocations, and spell invocations to easily look for what you want.
- Cantrips granted by archetypes can now use certain blast shapes.
- Pact of the Blade now lets your pact blade use your spellcasting modifier for attack and damage rolls.
- New Necromagus archetype: Aspect of Elements, complete with three new soul embers!
- Various typos.

VERSION 12.0

- The Astromancer joins the Apocrypha!
- Sorcerer Revised has had its spell points adjusted to match the spell point formula created for the Astromancer.
- New fighter archetype: Ballistics Expert
- New monk archetype: Way of Gunpowder Monk
- New ranger archetype: Eldritch Marksman

VERSION 13.0

- This update is entirely comprised of changes to the Astromancer class.
- Internal Astrolabe has had its 11th level upgrade wording fixed to be a bit cleaner.
- Gravity Cosmology's Antigravity wording has been updated.
- Jovian Cosmology's Giant's Pull has had its wording updated to be more clear on what damage types can change, and has had its spell point cost increased to 2 points.
- Meteoric Cosmology's Bonus spells has had Serrah's Comet (no longer a spell) replaced with Cosmic Missile.
- Meteoric Cosmology's Brace for Impact now grants disadvantage on an enemy saving throw and has had its wording cleaned up a bit.
- Solar Cosmology's Coronal Aura has had its damage increased to equal your Astromancer level. This damage increase helps the feature scale better at higher levels where resistance, regeneration, and higher health pools can make it seem lackluster.
- Solar Cosmology's Bonus Spells has had Fire Shield removed and replaced with Summon Elemental (fire only)
- Singularity Cosmology's BONUS spells has had Mirror Image replaced with Misty Step
- Singularity Cosmology's Black Hole has had its damage increased to equal your Astromancer level. This damage increase helps the feature scale better at higher levels where resistance, regeneration, and higher health pools can make it seem lackluster.
- Void Cosmology's Stare into the Void feature has had its wording slightly cleaned up.
- Astrophysical Outburst now deals damage equal to your Astromancer Level
- Atmospheric Shielding has been changed to grant your choice of damage resistances.
- Binary System has had its wording updated.
- Crater Maker's prerequisite has been changed to 13th level.
- Gravitational Pop was unintentionally unfinished and has now been changed and completed.
- Gate Seal and Warp Sense have been added to the Astromancer Spell List.

Thanks For Reading!

SPECIAL THANKS

I want to give a very special thank you to everyone over at [/u/UearthedArcana](#) and those who hang out at the [Shadowheart Forge](#)! Your support of my D&D projects like this give me the confidence to keep making them! Your critiques and suggestions help transform these homebrews of mine into their best selves!

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